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MEGA DRIVE
ADVANCED GAMING

Welcome to the mag totally dedicated to your 16 bit Sega games system. Over the coming months we'll be fulfilling all your Mega Drive requirements. Here are a few reasons why you should buy our mag…

REVIEWS

Most accurate and fair

Our reviewers will, wherever possible, play a game all the way through from start to finish before writing a single word. This way we can ensure that they know everything there is to know before forming an opinion, thus allowing our reviewers to show as much of the game as possible. Should opinions clash between writers we'll let you know who disagrees by use of our 'Excuse Me' boxes.

STAR PLAY

Opinions of the rich and famous

More than an excuse for us to hobnob with the stars, we'll be letting some well-known characters evaluate games that relate to their occupation. This is your chance to find out if your fave sim is as realistic as you thought.

FEATURES

Informative and interesting

In order to present you with a more rounded magazine that's a bit more interesting to read, we'll bring you a feature each month based on something that we feel is of some importance. For example, in this issue check out both the Sonic II and Appendage features.

PLAYERS' GUIDES & TIPS

More pages, more depth

We only show you what you need to know about a game, none of this namby-pamby pratting about giving you a map of level one. Who needs that anyway?

Wherever possible we'll present you with a clear and precise map of a game, so you can get as much enjoyment as possible from working through previously impossible sections. We'll even print maps you send in.

OOP YER WAY

Get your mug in our mag

Each month we'll be visiting a shop where you can come and tell us your views and opinions on anything, from new Mega Drive games to the price of fish.

LETTERS

Lots of pretty faces

Our letters page is more than a faceless platform for reader expression. You have the opportunity to write to whichever team member you wish.

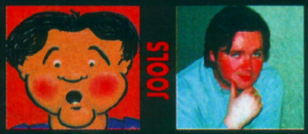
HOW TO APPLY YOUR TRANSFER

Put a clean T-shirt on either an ironing board or a towel on a flat surface. Place the transfer, paper side up on the shirt (if it's the right way Sonic will face towards the left).

Put a hanky over the transfer and place an iron over it at setting number two for five seconds. DO NOT USE STEAM. Leave to cool and gently peel the backing paper off. If the transfer hasn't stuck replace the hanky and iron again for a few seconds.

There you go, your very own Sonic T-shirt! Wash it by hand and DO NOT IRON DIRECTLY ONTO THE TRANSFER. Be careful there aren't any more transfers so don't come running to us if you mess up.

THE GANG



Deputy Editor

Started as staff writer for Raze, then moved to Gamer. Then on to the editorship of ST Action. Enjoys: Socialising!

Art Editor

Previously art editor of Amiga Action as well as Games-X and GB Action. Enjoys: post '70s new-age punk.

Art Editor

Previously art ed for ST Action, Games-X and GB Action, not forgetting a spot of production. Fanatical about Portsmouth FC.

Production Editor

Previously production editor and editor of Games-X, production on ST User and GB Action. Spare time, what's that?

Staff Writer

He spent many years working freelance for Page 6 – New Atari User. Then onto Games-X. Partakes in guitar twiddling.

Staff Writer

Has previously worked as a writer for Amiga Action. A paintball nut and RPG freak.

Trainee Staff Writer

A demon games player. He doesn't 'alf eat a lot.

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Hmm, what an enormous heap of intellectually stimulating letters we've received... NOT!

80 MEGA FILE

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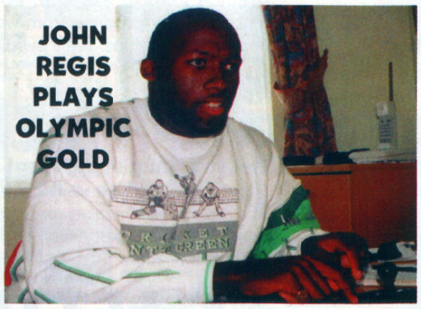
37 SUBS

Our favourite is the German U–Boat but some of you may prefer the more modern Los Angeles class Attack Submarine.

70 STAR PLAY

Duncan Goodhew and John Regis have a tinker with Olympic Gold and give us their opinions.



JOHN REGIS PLAYS OLYMPIC GOLD

10 SONIC II

Not only do we bring you some of the first official screenshots of this future mega game, but we also show you what we'd like to see in Sega's best kept secret. The dream or the reality? Only we can show you...

HINTS, TIPS & CHEATS

COO!
19 PAGES PACKED WITH HINTS AND GUIDES

TOKI

KID CHAMELEON 60

Blood, sweat and tears were all involved in John's frantic mapping of the first 10 levels of this millinery platform game.

TOKI 66

Jason slogged his guts out to bring you the glorious Technicolor maps of levels six, seven and eight!

WONDERBOY IN MONSTER WORLD ..52

A staggering 25 maps make up our COMPLETE guide to Wonderboy. Done by our own special person, Dave.

ZERO WING..51

Julian spent a whole week playing Zero Wing in order to bring you this single page of tips for all the really hard bits.

LHX ATTACK CHOPPER

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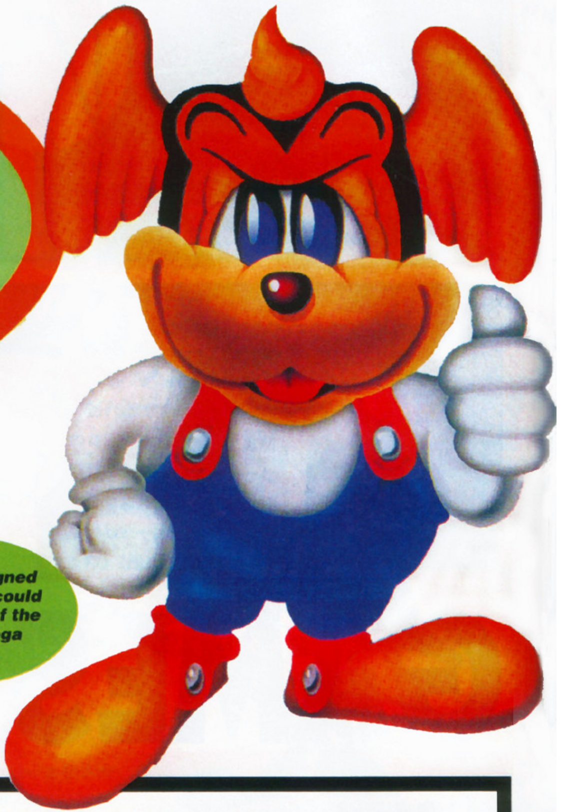
IN OUR MEGA WHOPPER COMP ON PAGE 74, PLUS WIN SEGA ACTION CHAIR, SPECIAL RESERVE MEMBERSHIPS, TURBO POWER PADS AND MORE

- ★ COPIES OF SONIC II UP FOR GRABS ON PAGE 13
- ★ 100 EXCLUSIVE EA OLYMPIC GOLD BADGES TO BE WON PAGE 72
- ★ WIN GAMES FOR LIFE (IT IS POSSIBLE!) PAGE 65

ADD-ONS

We check out all the appendages and bolt-on, plug-in, wobbly, dangly bits you could ever desire to use on your Mega Drive

nEWS



British designed Wonderdog could send sales of the Wondermega soaring

GREENDOG

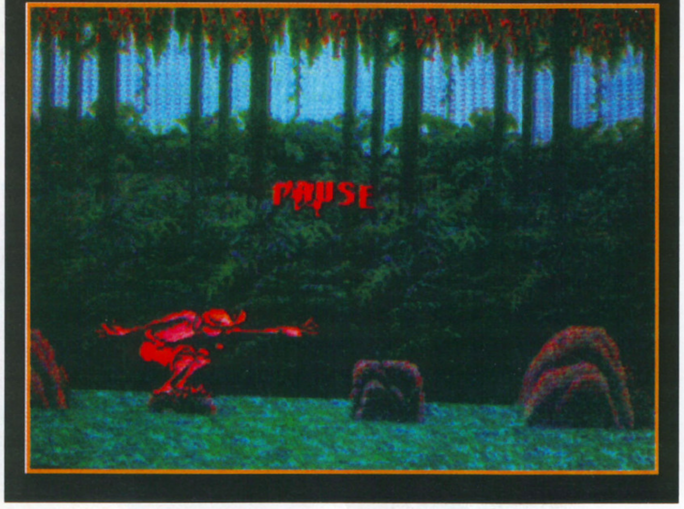
Greendog is an ultra cool laid back surfer dude who must embark on what can only be described as a truly awesome mission. His quest to break the curse of a fabled pendant can only be completed if he manages to find the lost surfboard of the ancients.

To aid him on his quest across the dangerous terrain that lies ahead Greendog has the choice of a number of gadgets and gizmos. These include peddlecopters, skateboards and inline skates which not only help him on his journey, but also serve to improve his street cred.

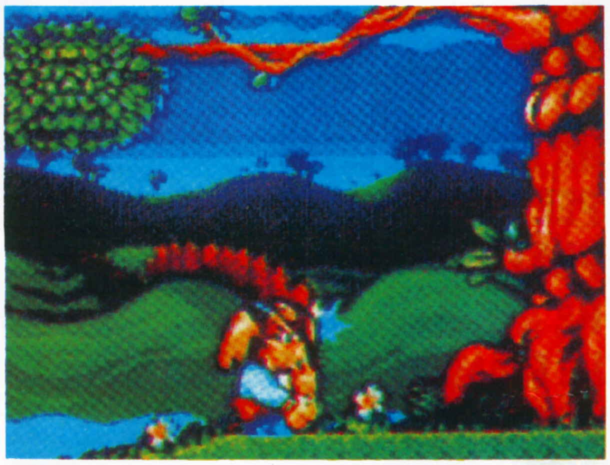
As far as weapons go, Greendog has in his possession a magic Frisbee to knock down the huge variety of exotic and lethal creatures that inhabit the Hawaiian landscape.

Utilising some superb looking cartoon-style graphics it looks as though Greendog is set to be a real corker on the Mega Drive. If you thought Taz-Mania looked good you ain't seen nothin' yet! Loads of frames of animation and lush backdrops really set it apart from the competition.

Rumour has it that everyone in the UK will be able to see the official Sega release by the end of this year. Look out for further news in *MAG* over the coming months.

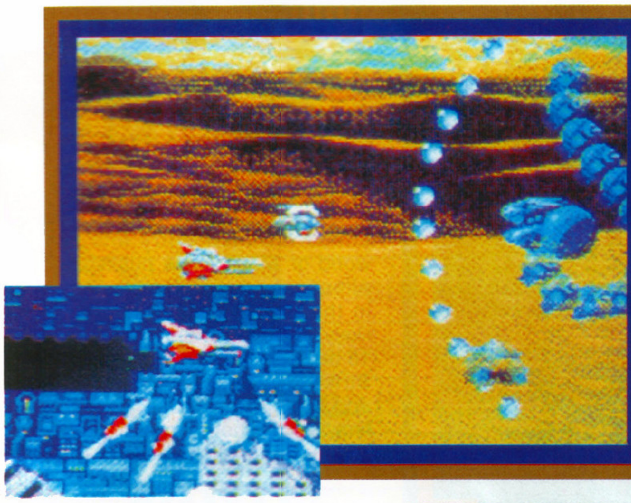


WONDERDOG



Watch out for a review of this much awaited CD title from JVC next month (fingers crossed), but here's something about it that you may not already know. It has been programmed, not in Japan, but by our very own Core Design, under their 'top development house' guise.

It seems they are also doing other hush-hush Mega Drive work for assorted companies, as well as conversions of their own Amiga products for Virgin. Maybe they'll take the plunge soon and go into Mega Drive publishing themselves? Not for a while they say, but it may happen eventually.



THUNDERFORCE IV

Yep, it's coming! The latest instalment of the ongoing Thunderforce saga. More power-ups, more levels and loads of new meanies mean that Thunderforce IV should prove to be one of the greatest shoot'em-ups ever!

In terms of presentation, Sega are promising that this is going to be one of the best things seen on the Mega Drive. Weighing in at a stonking 8 megs it is crammed full of new graphic effects that should put everything else which has gone before to shame.

Although details are a wee bit on the sketchy side at the moment we can reveal that the Japanese version of the game will be available on July 24th.

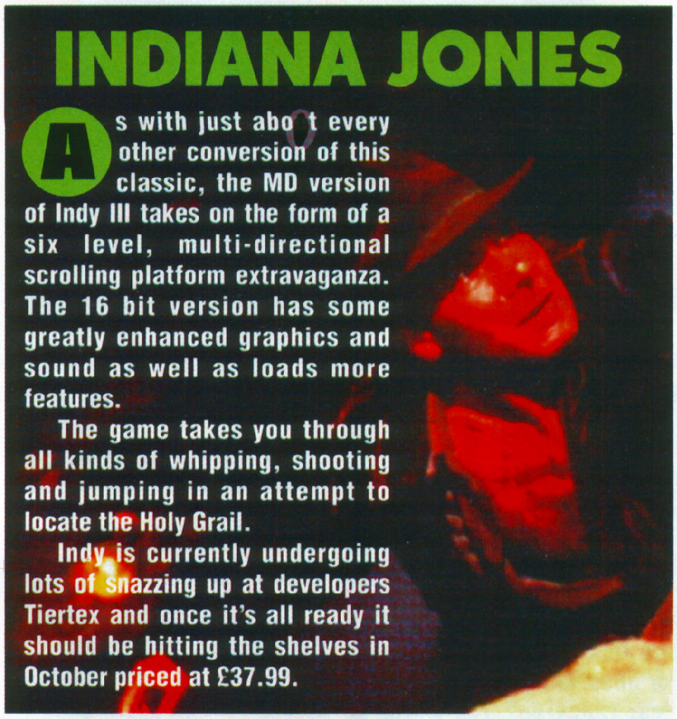
SEGA PRO-MASTER

Simon & Shuster are taking their first foray into the world of computer books with four tip books for the three Sega machines. Each book covers three games and every book has at least one Mega Drive game covered. Number four is devoted to the Mega Drive so it may well be a worthwhile investment at £2.99. Available from all 'good' bookstores after 10th September.

● ● ● ● ● ● ● ● ● ● ● ●

GODS

Renegade's acclaimed platform adventure will soon be out on the MD. Renegade claim that it's more than a mere code shift from one format to another, and that they have redone the sound and the graphics. Mindscape will release the game in the autumn.



INDIANA JONES

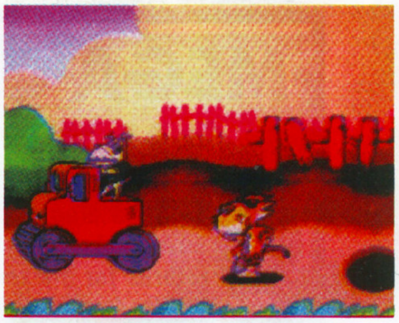
As with just about every other conversion of this classic, the MD version of Indy III takes on the form of a six level, multi-directional scrolling platform extravaganza. The 16 bit version has some greatly enhanced graphics and sound as well as loads more features.

The game takes you through all kinds of whipping, shooting and jumping in an attempt to locate the Holy Grail.

Indy is currently undergoing lots of snazzing up at developers Tiertex and once it's all ready it should be hitting the shelves in October priced at £37.99.

CHESTER CHEETAH

In the states this chap sponsors something called Frito-Lay. In the UK he sponsors Cheetos. Seen the adverts? This dude slinking around town sleazing at women, and popping proprietary corn snacks into his gob in a very cool manner. Well, Kaneko in the USA, are producing a game about this feline fellow and his escapades as he attempts to break out of the zoo.



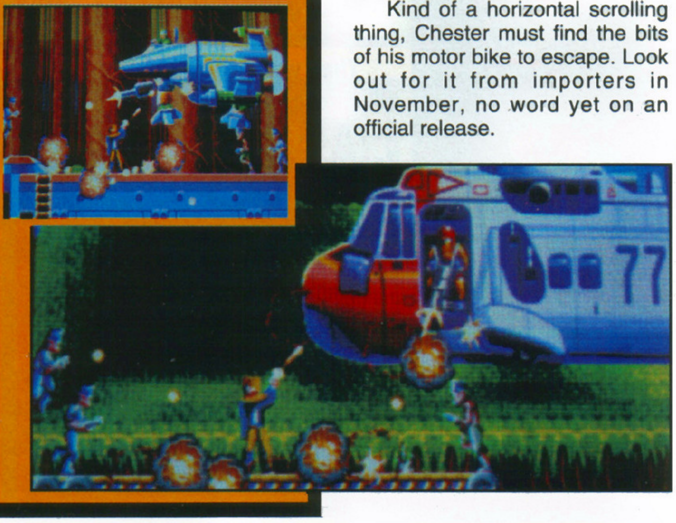
Kind of a horizontal scrolling thing, Chester must find the bits of his motor bike to escape. Look out for it from importers in November, no word yet on an official release.

JAMES BOND

007 is back – and this time without a film. Domark's new release is cunningly entitled James Bond and it has nothing to do with the plot of any film past or future.

Apparently the villain, Bloefeld has kidnapped a scientist, the scientist's daughter and the scientist's cloning machine, so that he can duplicate all of Bond's old enemies and go on to attain world domination – as you do.

Played in the platform shoot'em-up style of Midnight Resistance and Strider, it is set over four different zones. You get to fight your way through the game, beating up Jaws and Oddjob on the way. Eventually when you get to Bloefeld just kick his butt and rescue the prof and his voluptuous daughter. The release date is set for October.

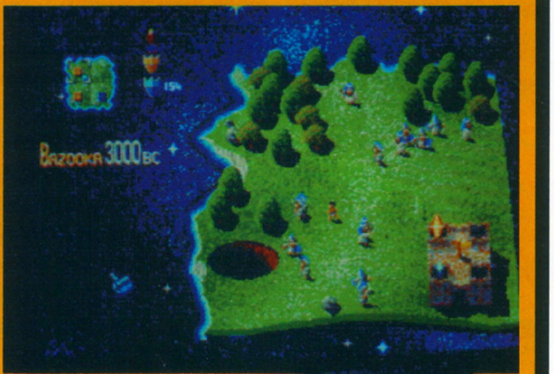


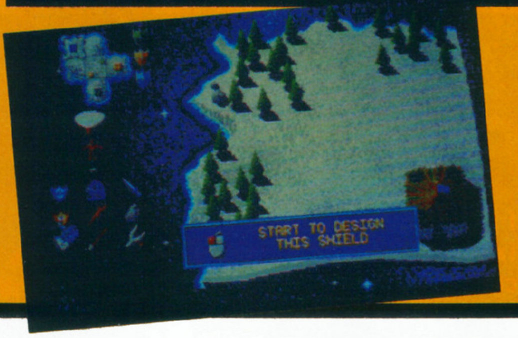
MEGA LO MANIA

Sensible Software's highly acclaimed god game would have sold loads on the Amiga and ST if Maxwell hadn't jumped and taken Mirrorsoft, the original publishers, with him. Hoping to make amends, Virgin and Sensible will be releasing a version of Mega lo Mania for the Mega Drive in February '93.

Domination of the world is the object and technological development is the method; pit aeroplanes against cavemen or machine-guns against spears in order to defeat your opponents.

The infamous sound effects have been re-recorded to take advantage of the Mega Drive's sound system. Considering that it would take a cabbage to ruin the playbility, this is a much awaited conversion.





MICROPROSE STAY STEALTHY

As we go to press rumours are rife that simulation specialists Microprose are about to announce their entry into the world of Mega Drive publishing. Already producing for the SNES in the States, titles that seem likely to make the transition to the 16 bit Sega machine include F-15 Strike Eagle, Railway Tycoon, and F-19. Microprose issued a firm "no comment".

LOTUS TURBO CHALLENGE

The classic game from Gremlin is coming to the MD. Coo, zooming around loads of courses in a super speedy Lotus!

Electronic Arts have snapped up the rights to publishing the game worldwide, so expect to see it before Christmas.

MEGA CD STUFF ON THE WAY

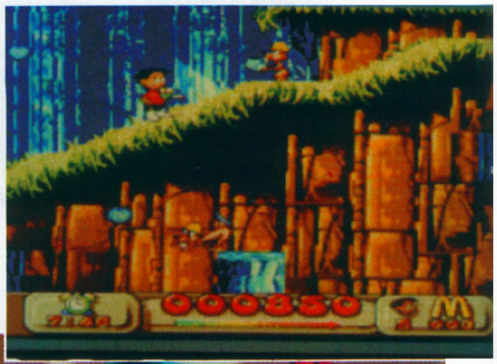
The Sega Mega CD system is due to hit this country on the very same day as our pal Sonic returns for his second bout. At present there seem to be loads of well-known licences winging their way across to the UK. So how does Wing Commander tickle your fancy eh? The world famous PC based, 3D space combat game that comes with complete voice-over soundtrack!

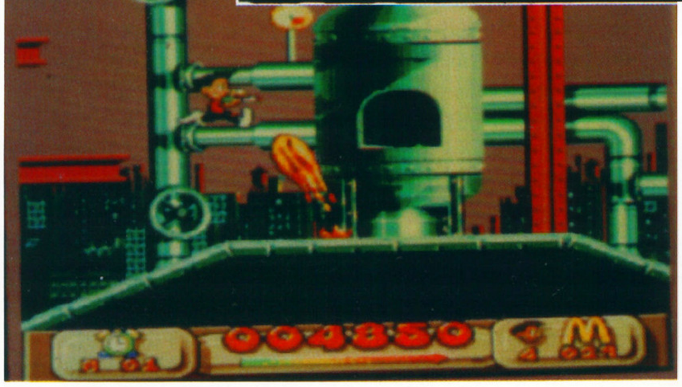
Then we get the Sierra graphic adventures; Kings Quest V, Space Quest IV, Police Quest III, Willy Beamish and Leisure Suit Larry. Along with these we can look forward to the incredibly popular Monkey Island as well as two brand-new, never before seen, Dungeon Master RPGs! Arghhh, the excitement... If I were to tell you about Super Star Wars and Out of this World (a special CD based version of Delphine's Amiga classic, Another World), I'd probably collapse. They should all be on the shelves by March next year!

MC KIDS

The first one ripped off Mario and this one rips off Sonic, with a heavy dose of Kid Chameleon thrown in for good measure. It is all very politically correct and right on: A white kid and a black kid who are out to save the world from pollution and corruption. Sponsored by MacDonalds, hardly 'right on' but they do pay well, MC Kids threatens to cause quite a stir.

Running and jumping at the edge of your reflexes are what's required here. Also from what we've seen the graphics look promising. Due this autumn from Virgin.





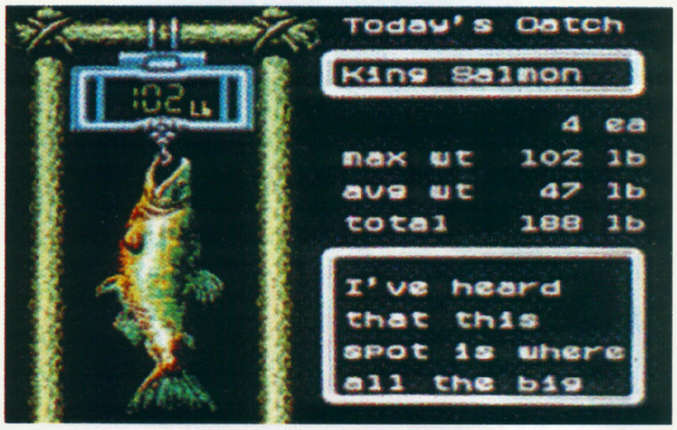
CHARTS

SUPPLIED BY **GAME**

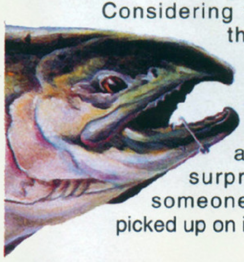
➡	1	Desert Strike
★	2	Olympic Gold
➦	3	Kid Chameleon
★	4	World Cup Italia 90
↪	5	PGA Tour Golf
↪	6	EA Ice Hockey
↪	7	Road Rash
↪	8	Streets of Rage
➦	9	Castle of Illusion
↪	10	Test Drive 2

New Entry ★
Non Mover ➡
Risen ➦
Fallen ↪

KING SALMON
– THE BIG CATCH



Today's Catch
King Salmon
4 ea
max wt 102 lb
avg wt 47 lb
total 188 lb
I've heard that this spot is where all the big



Fishing is a much ignored pastime on the Mega Drive. Considering the fact that it involves killing things, it comes as a surprise that someone hasn't picked up on it earlier.

Well now they have, Sage's Creation, the chaps behind Devillish/Bad Omen (weird), will release possibly the most complex fishing sim ever to hit the home entertainment market.

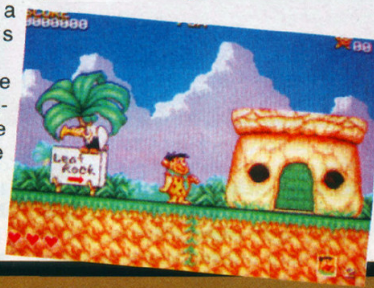
Featuring intelligent salmon, a selection of tackle, and a variety of settings it could prove to be a lot less boring than it sounds. Available in the States within the next two months.

THE FLINTSTONES

Yabbadabbadoo! Another cartoon-style platform game for the Mega Drive is coming in the shape of the Flintstones! Take control of Fred as he stars in his own sideways scrolling monster mangler. It looks to me as though this is going to be a contender for Nintendo's Caveman Ninja: Joe and Mac.

All we know is the that the graphics look suitably cartoon-like and that Japanese developers Taito are responsible for the programming.

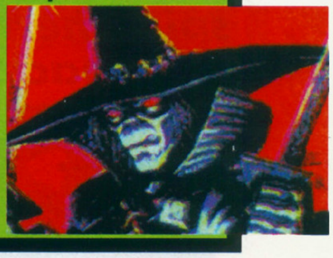
Look out for this in the fourth quarter of this year.



CHAKAN

Chakan is a supernatural hero who goes around with a big sword in each hand, slashing and scything his way through endless levels of gruesome ghouls. What makes it so special is that the two weapons can move independently(ish), giving more variety to the playabilty.

This is planned for autumn release in the States from Sega. No firm details of a UK date as yet I'm afraid.

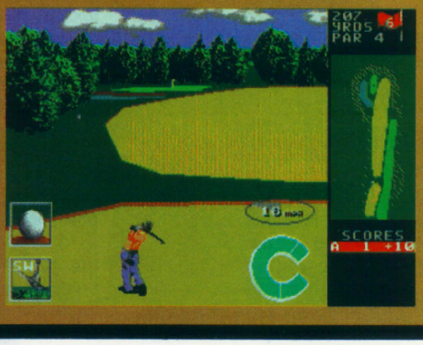


WORLD CLASS LEADERBOARD

The classic 3D golf game from US Gold is now in its final stages of development by the Tiertex team. It looks as though we can expect the best bits from other golf games all piled into a single 4 meg cartridge!

Digitized sprites, sampled speech and sound effects are all present, along with some Super NES-type scaling effects that track the ball across the fairway. It all looks very impressive indeed.

There are multiple courses to play across, three of which have been digitized from the real thing. Games can be played by up to four human participants against a batch of deranged computer players. World Class Leaderboard will be available in the shops in November for £37.99.



SONIC THE HED

FEATURE

ARE YOU UP

Indisputably one of the hottest games for '92, Sonic 2 looks set to break all sales records Here's what we think should be included in the game to make our spiky hero's comeback a mega success.

At present, few details are really known about what the game will involve. As predicted Sega are keeping their cards very close to their chests in order to keep the hype at fever pitch, right up until the release date. However, we do know the odd morsel or two of information which should whet your appetite.

THE HYPE SO FAR

OK, first things first. It'll be out on the 24th November. Sega have been hinting at this for ages, but they've now confirmed it after much dilly-dallying and umming and ahhing.

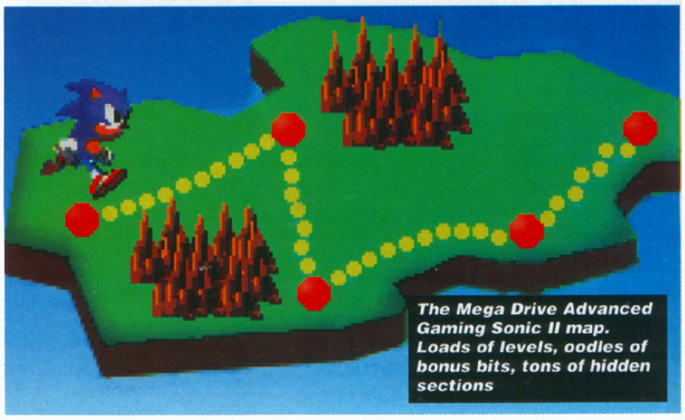
Apparently the release is being kept back to coincide with the arrival of the Mega-CD, so a super whopper snazzed up version of Sonic can be bundled with the new machine.

Details are a tad sketchy as to the storyline, but what is known is that Sonic 2 will have a two player option. Apparently the second player will control a new character who bears an uncanny resemblance to a fox with two tails.

Until we found out that his – or maybe even her – name is Twotails, possible alternatives banded about the office in speculation included Basil, Brush, Stanley, Vulpe, Twinkie, Visual (Sonic... geddit? Hmm, yeah yeah), Wayne, Foxius Twotailius, and numerous others far too ridiculous or obscene to mention here.

The two chums are set to defeat the evil Dr Robotnik – heard it all before right? Wrong! There's a twist, namely time travel. So the scenario is two bizarre animals travelling through the ages, on a mission to destroy the Doc's new creation, the formidable Death Egg – whatever that is.

There are reputedly far more levels in Sonic 2 which are going to be put out on an 8 meg cartridge. This is double the memory size of the original Sonic. Sounds hot eh?

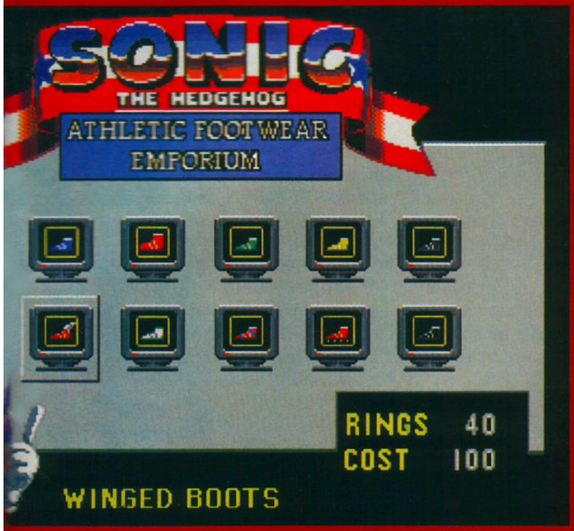


The Mega Drive Advanced Gaming Sonic II map. Loads of levels, oodles of bonus bits, tons of hidden sections

GEHOG II

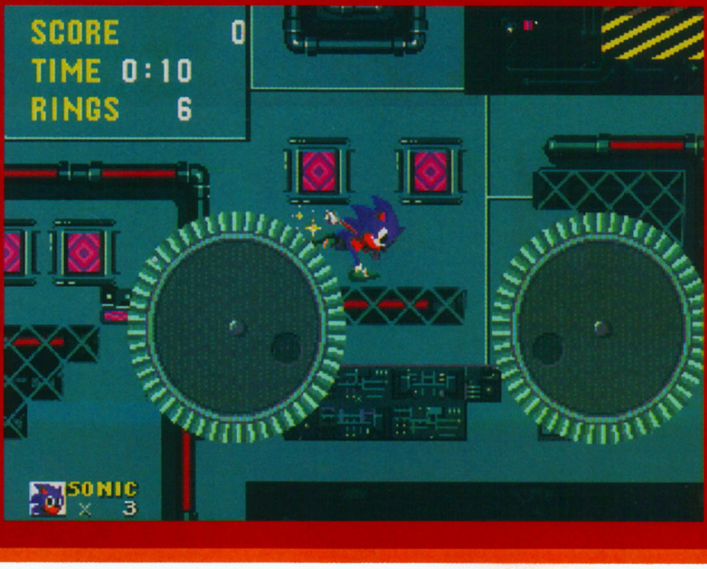
2 IT?

SOLE MATE



Rings collected in the game could be used for purchasing new trainers. A novel and unique idea eh? We spent hours mulling over this one!

Using his extra sticky trainers purchased from the rather natty trainer shop, Sonic would be able to run up and down walls and move along any surface



Seeing as it's a couple of months off release, we thought it'd be a bit of a laugh to show what we would like to see in the finished Sonic 2 product. Everyone here loves the original (who doesn't?), but there are loads of bits 'n' bobs that everyone here at *MAG* feel should be included.

Everyone put their ideas forward and this is what we came up with...

WHAT WE'D LIKE TO SEE

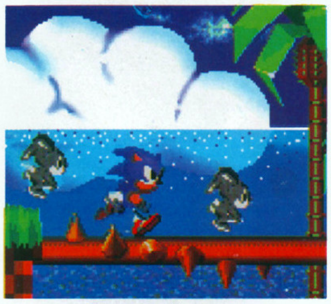
The biggest complaint we had with the original Sonic was that the route through was far too direct. Simply moving from level to level and running from left to right is a bit old hat these days.

We'd like to see a world where Sonic and his new canine buddy could roam around choosing their route to Robotnik's lair. To really spice things up there could be all kinds of bonus sections and secret levels, as well as a secret key which must be found in order to open up further sections of the game.

Basically, our Sonic 2 would be far more of an adventure than just another platform romp. Call us finicky, but that's what we want.

I know that the original was supposed to be aimed at a very wide audience, from little kiddies upwards, but there were hardly any places where you had to really strain the ol' grey matter were there?

Lack of noggin stimulation was without a doubt one of Sonic's major downfalls, so as a result we have devised a number of cunning and devious puzzles which would enhance the gameplay.



Here we have Sonic and his amazing bunny rabbit outriders. These loveable little fellas bounce around our spiky pal protecting him from oncoming dangers

First up is Hugh's amazing 'fiddle-with-the-switches-to-help-the-little-train-thing-trundle-along-the-track' bit. Apparently this stroke of genius came to the big boss man in the middle of the night! Strange thing to think about in bed, but never mind eh?

We had to include this idea 'cause after all, he is the boss. Nice one Hugh.

Next up we had this real corker of a brainwave involving both characters working together to complete puzzles. Do you remember where

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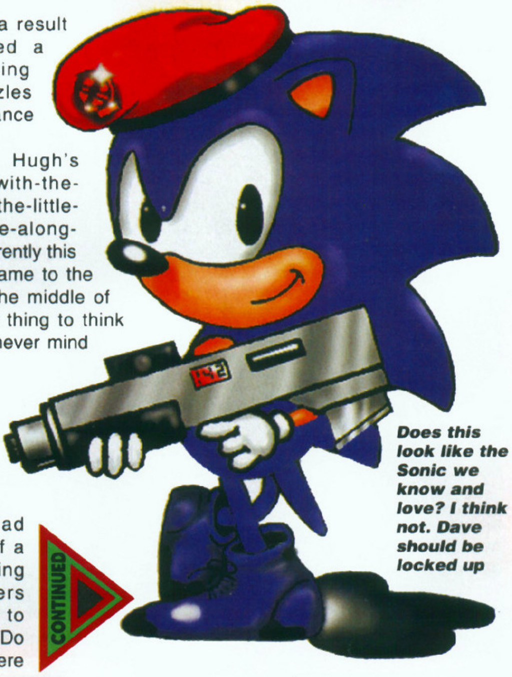
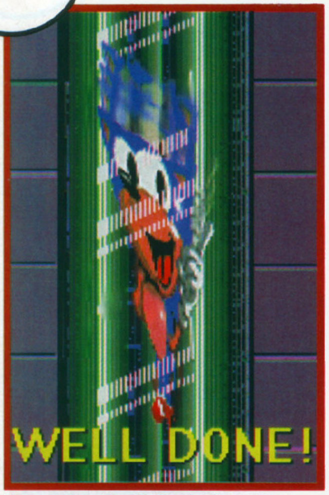


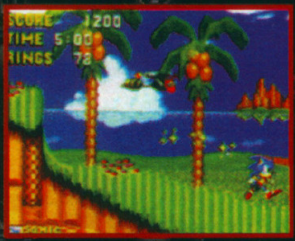
Does this look like the Sonic we know and love? I think not. Dave should be locked up



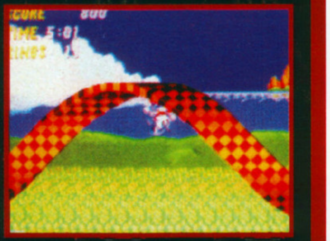
Pop a nice fresh Sonic into the top, turn up to gas mark five and wait for him to fall out of the other end! Only if you twiddle all the right bits will he be able to fit through the exit. This idea for a bonus section was inspired by the old Tom and Jerry cartoons

THE REAL THING

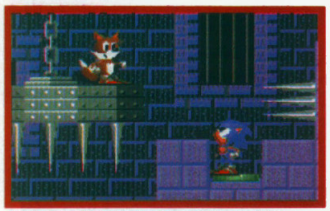
Before finishing this article a breakthrough was made. We got hold of some genuine Sonic II screenshots! We also acquired extra info on the game-play. Not only will the game be two player, but it will feature a split screen. The time travel goes from a prehistoric age to a doom filled future.



As with the original Sonic 2 will feature plenty of ring collecting, running and jumping up and down. The meanies are still there, but they have been revamped and powered up



Forget roller-coasters, the best white knuckle rides can be found right here. Just hold tight, pray and keep running. Make a mistake and our hedgehog pal will wipe out!



In two player mode there will be sections where teamwork is vital

you had to push blocks onto switches in Sonic? Well, we thought that it would be possible to have bits where one character has to move a number of switches at the top of the screen, whilst the other player works across the section through the puzzly bits. An ace idea or what?

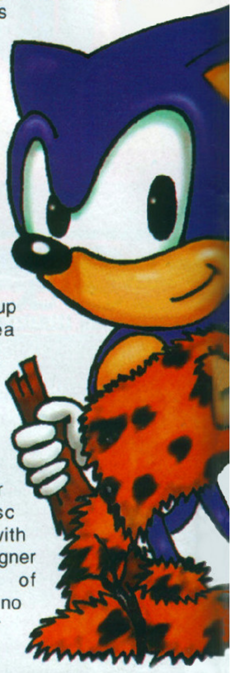
Who remembers the bits from the old Tom and Jerry cartoons where Tom got pummelled and mangled by some enormous machine and come out of the other end deformed into some abstract shape?

Well, as a bonus section you could drop Sonic into the top of a big machine and then twiddle all sorts of switches and knobs in order to change his shape.

What would be the point of this? Well, the exit would be a certain shape and Sonic would only get through if you'd mangled him correctly.

The extra stick-on bits was was one area where we had ideas aplenty. Everyone had their own burst of inspiration so I'll start with the sensible ones.

STICK ON APPENDAGE



First up we thought that making a bit more of Sonic's trainers would be a good idea. You could have sucker boots for climbing walls, moon boots for jumping really high, super boots for running fast, winged boots for flying.

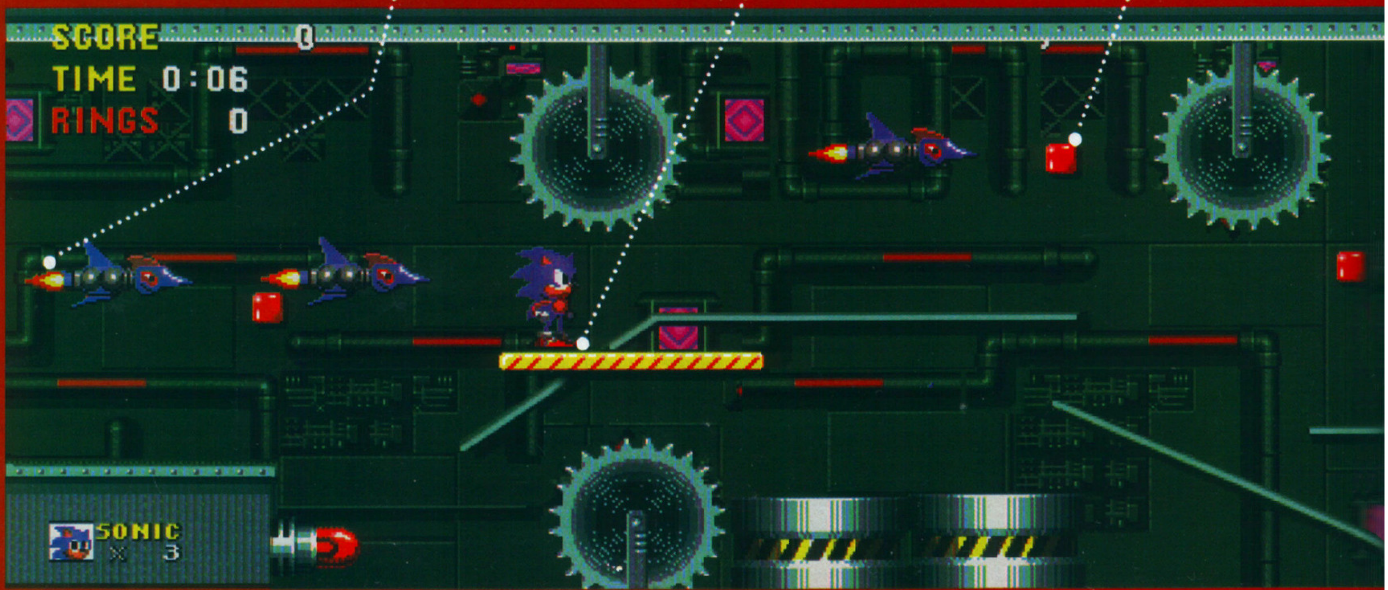
Jason came up with the idea of extra special, really expensive nubuck, torsion bar retro fitted, pump squeezy thingy, super air cushioned, disc laced doofers with the well 'ard designer label. These of course would be no better than your bog standard run-of-the-mill

Flip the switches to change the points Hornby railway style. Hugh is such a clever boy coming up with this. Can I have a rise please?

New meanies are a very important aspect to consider. We can't go having the same old bad guys as before can we?

Standing on this takes you along the rails towards your destination. It's a bit like a train and you've got to control where it goes using the points

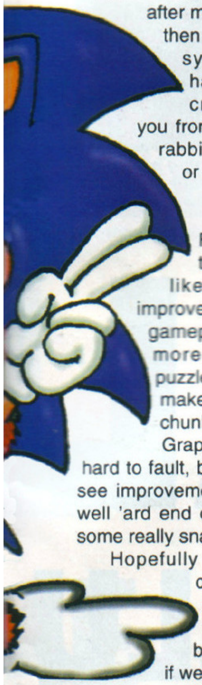
These red buttons are effectively on/off switches for the points. Head-butting them will change the areas of track ahead



trainers that you get in level one. Such is life, eh?

Next up was Dave's wonderful idea to equip our young environmentally friendly 'edgehog with a bazooka and nunchukas. This, he claims, would add tremendous variety and make the game far more enjoyable. Great idea... NOT!

After having the piss taken out of him for at least a couple of days after making this comment he then changed his mind to a system whereby you have lots of little fluffy creatures that defend you from the meanies. Bunny rabbit outriders. Awesome or what?



AND NOW?

From here on most of the things we would like to see are simple improvements. Obviously the gameplay has to be better; more levels and bigger puzzles. A tune that doesn't make you feel like blowing chunks would be great too.

Graphically the original was hard to fault, but we would expect to see improvements, as well as some well 'ard end of level boss bits with some really snazzy graphics.

Hopefully with the new 8-meg cart we might actually see some of our ideas and many extra bits to boot. Only time will tell if we're right.

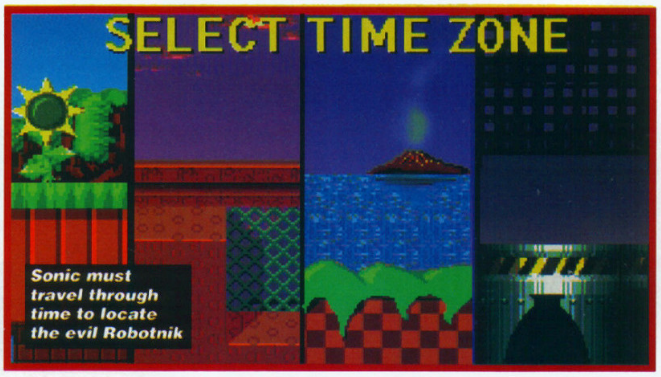
WIN!

I CAN DO THAT 2

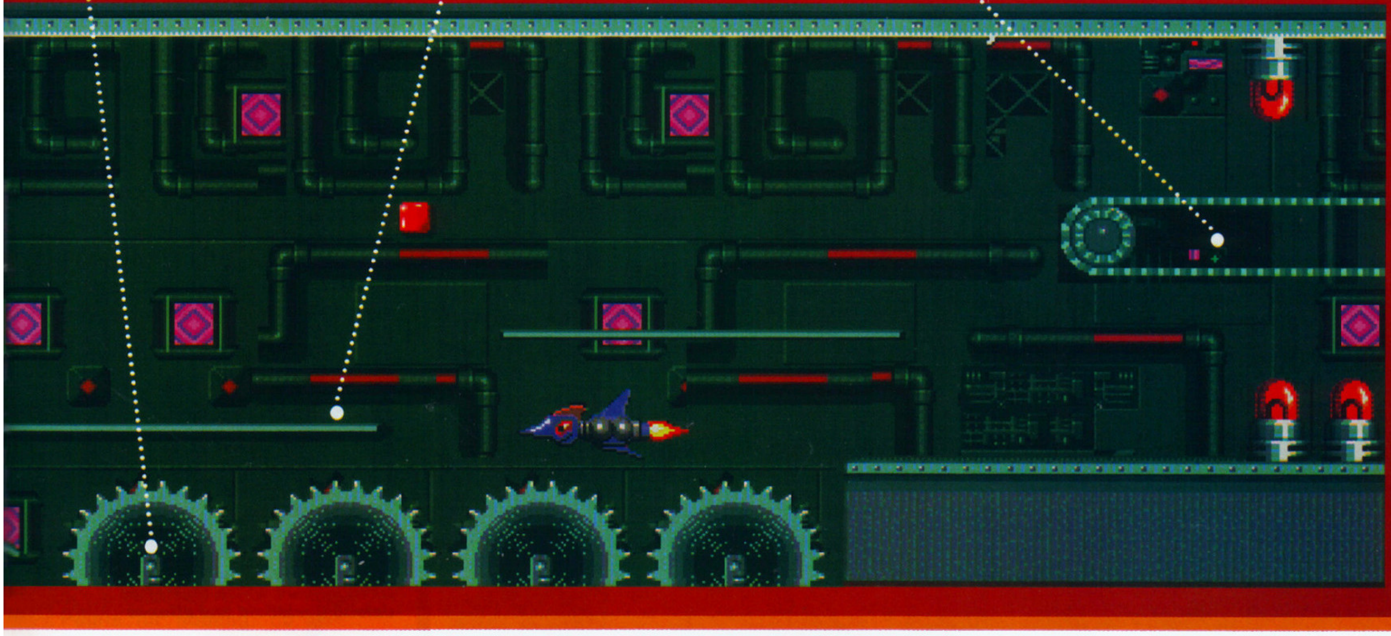
Now we want to know what you lot would like to see included in Sonic 2. Use our ideas as a base if you like, but what's important is that you show us how you'd improve on the original Sonic game. There's a copy of the finished game on offer for the best entries sent in. Honest guv.

Get your crayons out and draw some piccies of your ideas, along with a description of how the different gadgets and gizmos work. Anything goes really! Just make it as stunning and as original as possible!

Send your entries to Sonic 2 Competition, Mega Drive Advanced Gaming, Maverick Magazines, Waters Green House, Waters Green, Macclesfield, Cheshire SK11 6LF. Make sure your entries arrive no later than 14th September 1992. Oh, don't forget to write your name and address on the back of your entry.



Sonic must travel through time to locate the evil Robotnik

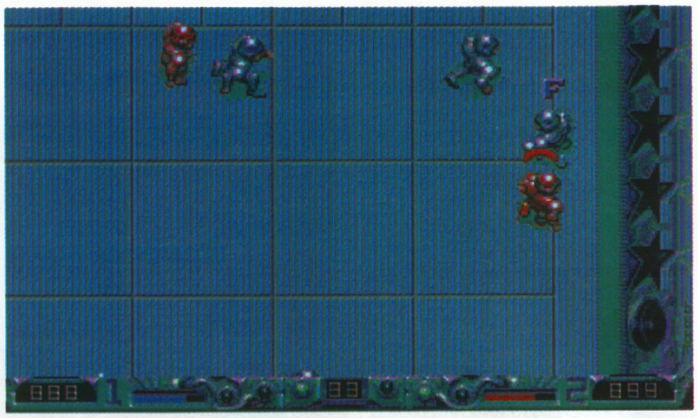


The spinning saws bob gently up and down waiting for the hapless adventurer to fall to his death. Get all the switches wrong in this level and it's curtains. As you can see, these things are everywhere!

These bits of track will eventually all join up to make a path, as long as you've changed the appropriate points to move them. Get it wrong and there'll be minced Sonic for tea!

At the end of this section you either go along the bottom route or jump on the conveyor belt to move to a different area of the zone

Imagine the possibilities of a game involving the playability of EA Hockey or Kick Off, then think what this would be like given an atmospheric sci-fi scenario with loads of violence and hi-tech gimmickry. Sounds good eh? Well, dream no longer...



Hurling the ball at the stars on the wall is an easy way of gaining extra points, hitting a lit star is worth two points. Unfortunately if your opponent throws the ball at one of the these illuminated stars it takes two points off your score. A bit of a sod that really

SPEEDBAL

PREVIEW

BRUTAL DELU

By incorporating great gameplay with their own distinctive style of presentation, the Bitmap Brothers have managed to establish themselves as one of the top names in the 16 bit market.

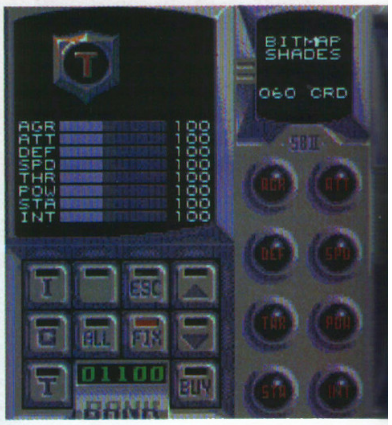
Having produced classic after classic for the Amiga it was inevitable that they would eventually spread their wings and move into the lucrative world of the console.

As you may, or may not know, Speedball II was first released way back in May 1991 on the Amiga and was received with open arms from both press and public alike. Relying heavily on the violent instincts of your average gamesplayer it stormed its way through the charts and into the homes of just about every self-respecting arcade games nutter.

Already in the shops in Japan, Speedball II is just about ready for its UK release. Having been moved around all over the place, thanks to the untimely demise of Mirrorsoft which had the original rights to the game, the European distribution is now being taken care of by Virgin.

BRUTALLY LUXURIOUS

Speedball II places you in the unenviable position of manager of the world's worst speedball team, Brutal Deluxe. Your job is to take them from the bottom of the league to the very top by ensuring that they win all of their games and make as much money as humanly possible.

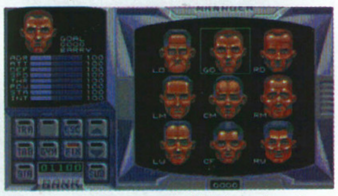


BITMAP
SHADES

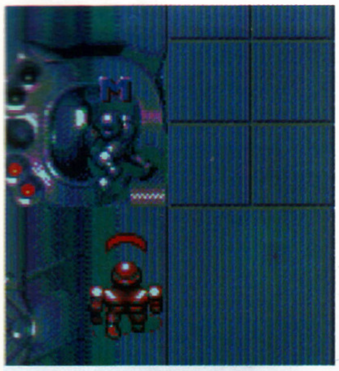
060 CRD

AGR 100
ATT 100
DEF 100
SPD 100
THR 100
POW 100
STA 100
INT 100

Now, whatever you may be thinking, this isn't a boring old football manager-type affair. Oh no! The management side of things is really only the icing on the cake. Above all else, Speedball II is a brutal and fast



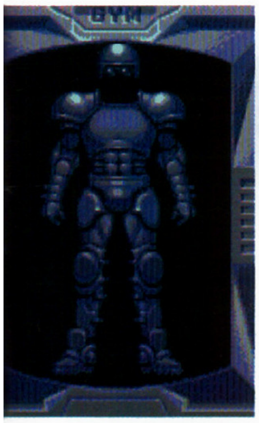
The team is grouped into sets of three players which look after defence, midfield and offence



The points multiplier can be wound up until a single goal is worth a huge great wodge of points. Just throw the ball at the loop and hope that your opponent doesn't counteract this by doing the same

L II

XE



As more money is gained from the matches players can go to the gym for improvements. Everything from better thighs to rock 'ard shoulder-pads are on offer

paced sports game loosely related to handball, with a whole bunch of Roller Ball and Running Man-type imagery.

The basic aim of the game is to score goals by throwing a metal ball into your opponent's goal area. However, there are numerous other ways of scoring points all of which involve a good deal of team work and nimble joypad manipulation.

For example, throwing the ball at one of five stars on the wall of the arena will add bonus points to your score. Sounds great... Points for nothing, no

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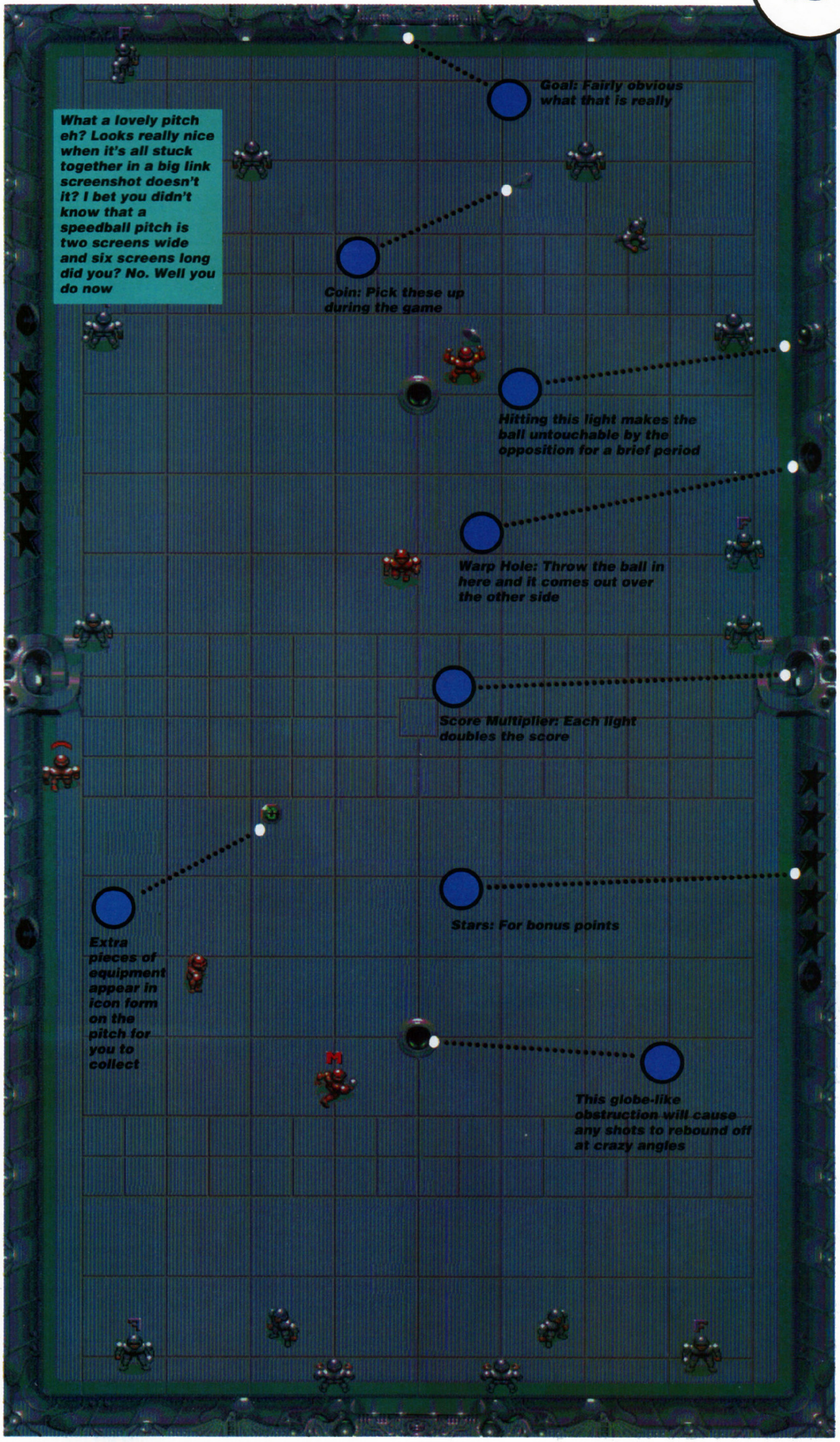


What a lovely pitch eh? Looks really nice when it's all stuck together in a big link screenshot doesn't it? I bet you didn't know that a speedball pitch is two screens wide and six screens long did you? No. Well you do now

Goal: Fairly obvious what that is really

Coin: Pick these up during the game

Hitting this light makes the ball untouchable by the opposition for a brief period

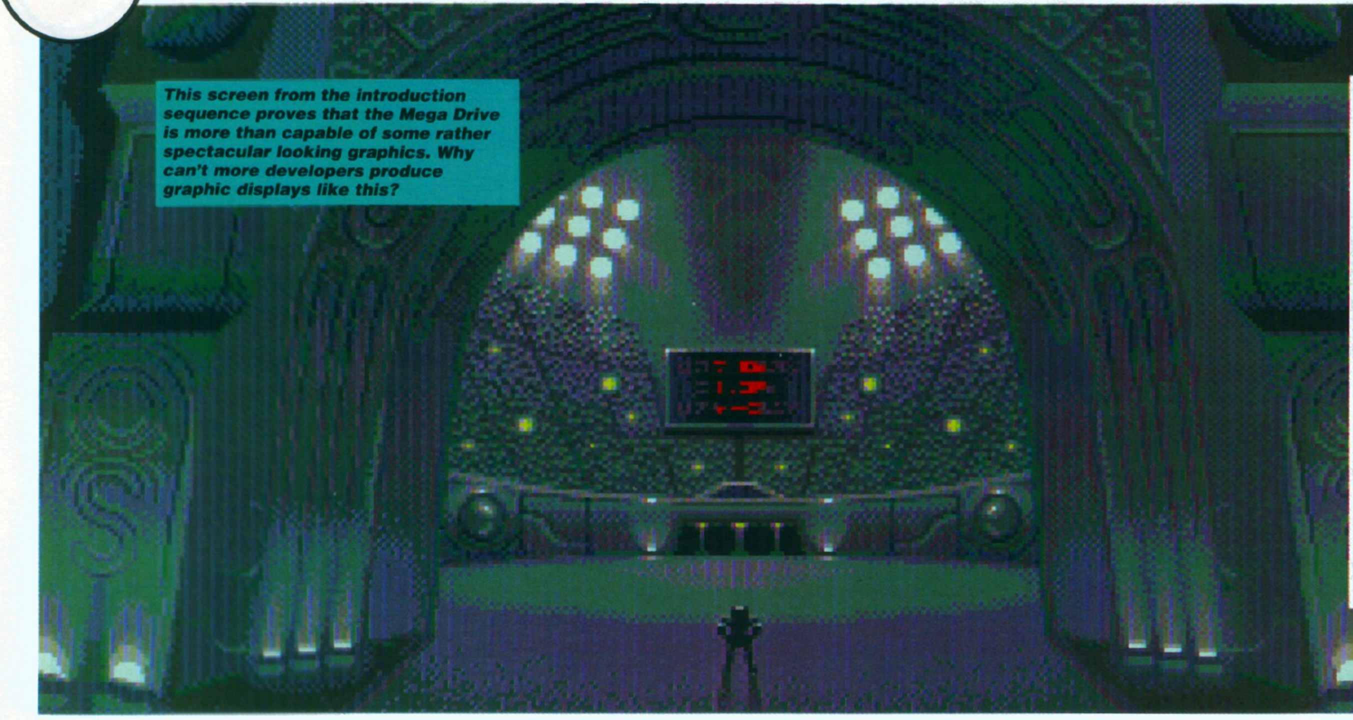
Warp Hole: Throw the ball in here and it comes out over the other side

Score Multiplier: Each light doubles the score

Stars: For bonus points

Extra pieces of equipment appear in icon form on the pitch for you to collect

This globe-like obstruction will cause any shots to rebound off at crazy angles



This screen from the introduction sequence proves that the Mega Drive is more than capable of some rather spectacular looking graphics. Why can't more developers produce graphic displays like this?

CONTINUED

trouble! Unfortunately though, if your opponent's team have their wits about them they can take these extra points away from you by throwing the ball at the same star. Crafty stuff!

HIGHER LEVELS

On top of this there are points multipliers on either side of the pitch that wind up the points to ludicrous levels when they are hit correctly. As with the stars though, your opponent can undo this by reversing the process with a well-aimed shot.

As well as the bonus points system, your team members, being the dedicated bunch that they are, are more than prepared to submit themselves to gruesome genetic surgery in order to acheive 'ultimate player' status.

Dotted around the pitch you will find the odd freebie that can be picked up, such as padded armour and the like. But with money gained from victorious matches you can send 'em in for all kinds of flash 'arry type add-ons! Zap their brains to make them more responsive or to enhance eyesight. You will find that anything is possible!

However, if you feel that any particular player is a real non-starter just trade him in on the player market and then go on try to buy yourself a really ugly mutha.

Looking down in the dumps there. If you would have tried a bit harder everything would've been all right wouldn't it? Wimp

Some of the guys out there have really seen some action and come to you 'ard as nails with metal plates in their skulls and all manner of genetic enhancements that make them the best in their chosen position.

EVEN BETTER

One of the most obvious qualities of the Mega Drive version is the presentation. Many said that the original Amiga version was wonderful, but if anything, the MD game has improvements over the original!

Obviously the scrolling of the pitch is as you would expect, smooth and slick and of the highest quality. With this you get some lovely metallic looking bas-relief backgrounds that set the scene really well.

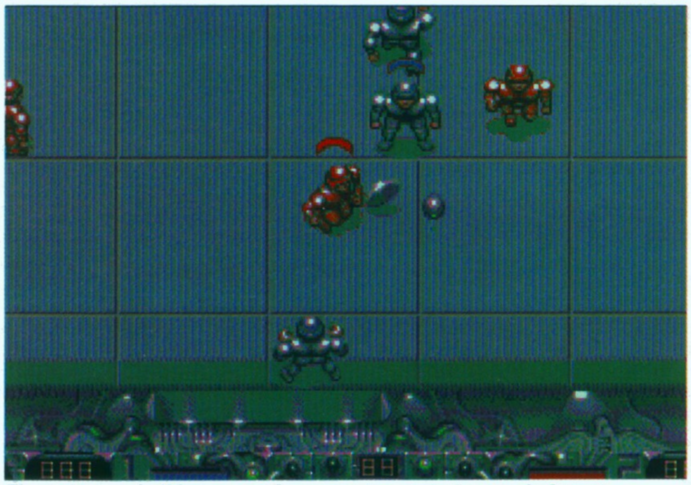
However, the biggest bonus point that the Mega Drive version has is that the two teams play in different coloured armour. This makes distinguishing the players easier!

The only major disappointment I could find is in the sonics department. Although the sampled sound effects are more than adequate, one effect that will be missed is the guy yelling "ice cream, ice cream" at half-time!

Unfortunately it's the tune that has suffered the most in the conversion. The Amiga version was something really special, but this just seems to pale into insignificance next to it.

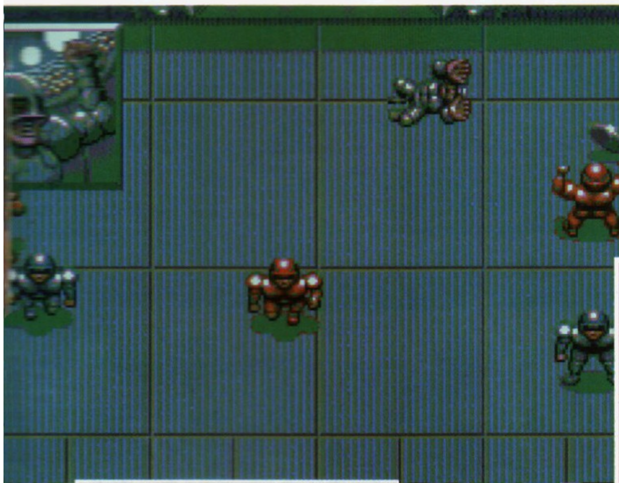
Overall, this is one of the better computer to console conversions. As a two player game it may even give EA Hockey a run for its money!

JOHN



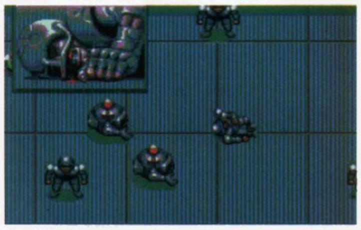
The red team, in this case under computer control, move in for yet another goal against the thoroughly naff, Davison managed, Brutal Deluxe

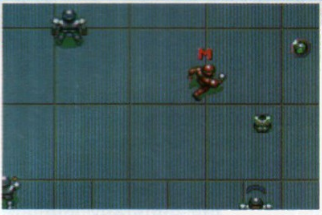
The goalie dives for the ball and in true imbecile fashion jumps in completely the wrong direction. What a nonce-case. Looks a bit of a prat just lying there doesn't he?



The cocky young lad celebrates his first goal. A few more like that and the Brutals might actually stand a chance of coming close to winning

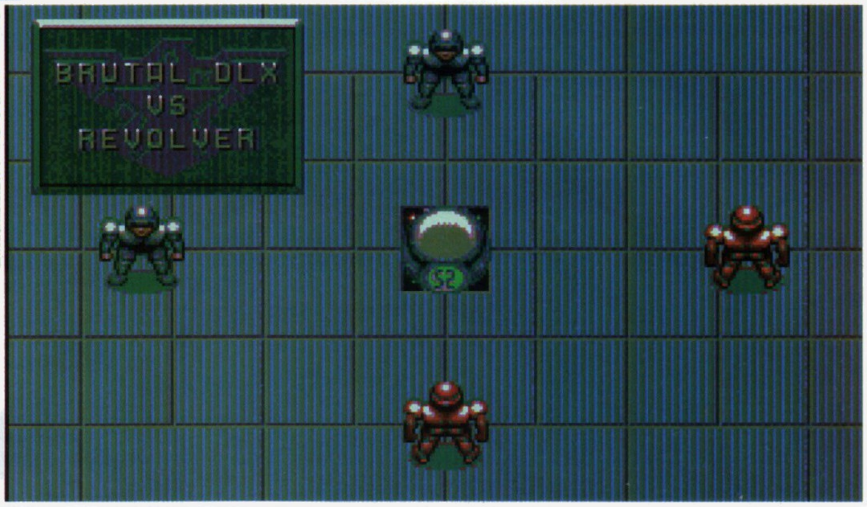
It all becomes far too much for this player. Lying in a pool of blood he awaits the insensitive treatment of the medi-droids





Out on the pitch your players may come across some bonus items that will boost their stats

The ball is thrown up at the start just like in basketball. Thump the other guy out of the way and go tearing off up the pitch



BALLET, IT'S NOT

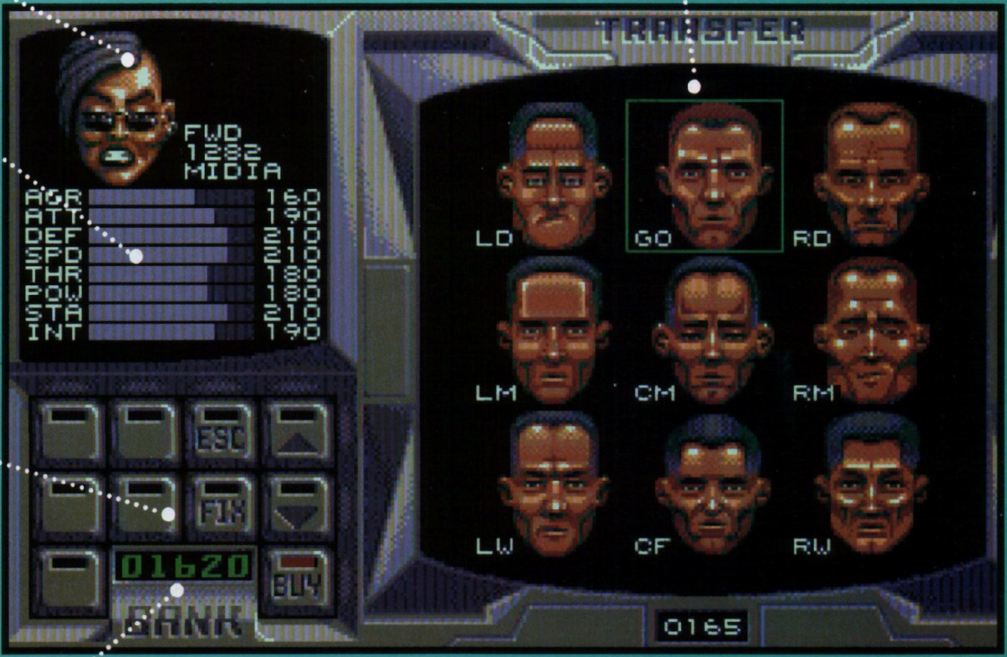
This rather gruesome looking bint is the lass you're hoping to transfer to your team. Hopefully she'll spice 'em up a bit

Your bunch of losers are shown over in this big box here. Ugly aren't they?

The stats are all shown by bar charts and are broken down into aggression, throwing power, stamina speed and so on

The buttons down here control what you purchase and which team members are replaced. Each of the team manipulation screens has different uses for these buttons

The amount of money in the team account is shown here



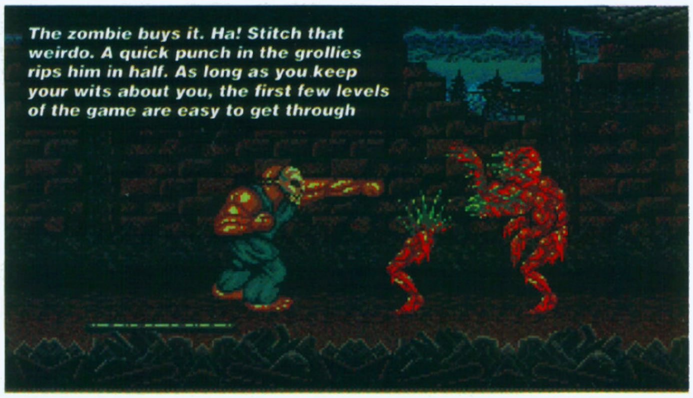
FWD
1282
MIDIA

AGR 160
ATT 190
DEF 210
SPD 210
THR 180
POW 180
STA 210
INT 190

01620

0165

Goo, slime, rotting flesh, foul smelling swamps and horrible monsters – no they're not the contents of Julian's underpants. They are all in fact found in the latest weird 'n' wonderful game to come from Sega.


The zombie buys it. Ha! Stitch that weirdo. A quick punch in the grollies rips him in half. As long as you keep your wits about you, the first few levels of the game are easy to get through

SPLATTER

REVIEW

Imagine a game that includes the moments of extreme violence found in games like Double Dragon and Streets of Rage, then couple them with the gruesome imagery of the (admittedly quite crap) Friday 13th movies. What you end up with is Splatterhouse 2, a conversion of a completely disgusting arcade game that covers all things yucky and generally gruesome.

The game revolves around the quest of a young man who has to save his beloved from the clutches of the undead. Fortunately though he has a certain amount of supernatural aid. This is in the form of an ancient tribal death mask that turns him into a deranged psychopathic maniac – oh yes, just the sort of thing you tend to find lying innocently around the house eh?

The guys who created this game must have had a very heavy ration of seriously sick horror movies. The first level is merely the beginning of a veritable feast of complete gross-out yuckiness.

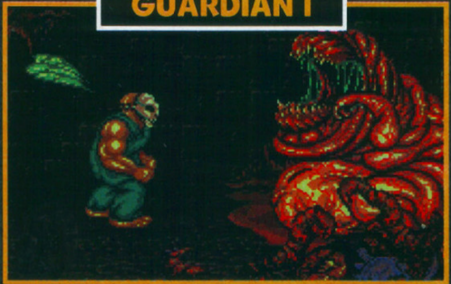
Further into the game our hero, the psychologically sound Rick, must collect numerous weapons such as shotguns and chain-saws. With these in hand he must attempt to mangle, pulverise and generally mutilate creatures that range from ghost-like phantoms to hell-born bloodthirsty embryos that try to eat his brain!

As you can probably tell this is not a game for the faint-hearted! Sega themselves are obviously a mite concerned as to the content of this game as they even print a warning on the box cover!

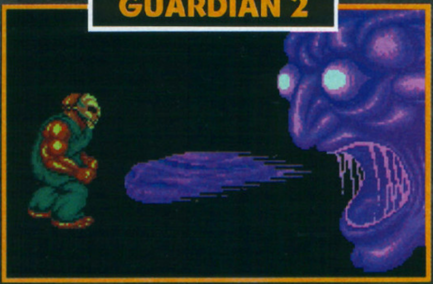
Dodginess aside though, the underlying game is really not at all bad. I'll admit that it's not very complicated, but it is quite an

EXCUSE ME... CAN I HAVE MY GIRLFRIEND BACK?

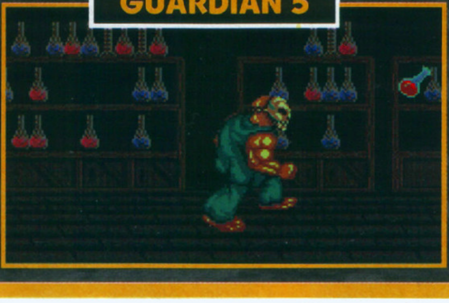
GUARDIAN 1


The first guardian begins by eating three rather nervous looking zombies and then proceeds to spit their entrails at you. Hmm, how pleasant. A few swift punches to the head are all that is needed to destroy this blob

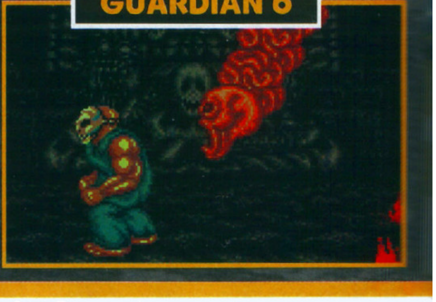
GUARDIAN 2


A large floating apparition appears and before you know what's going on, he throws up all over you. Yuck. All you have to do mangle this one is punch him in the eyes a few times

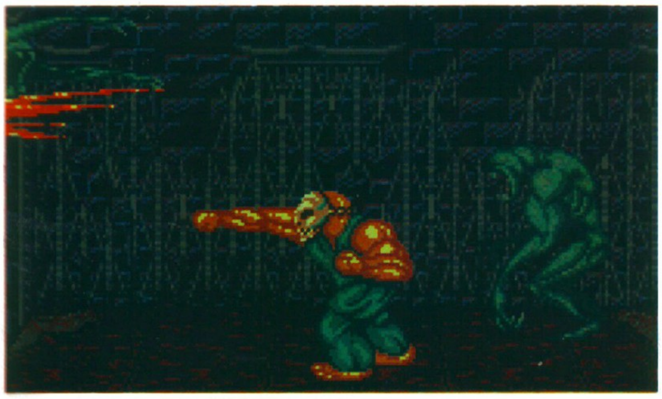
GUARDIAN 5


The evil ghoulish scientist is a bit of a wimp really. He spends loads of time throwing bottles of acid at you. Just hit him once and his brains splurge all over the floor

GUARDIAN 6


From out of a portal comes this creature made from numerous bodies. Not the most foreboding of creatures, but it does have a strange penchant for throwing its head at you

RELEASE DATE: US IMPORT • PRICE: £39.99



A secret elevator leads you to the passages beneath the house. As you descend, numerous screaming mimis attack from above. The shaft fills with screams as they lash out with their razor sharp talons

RHOUSE 2

enjoyable romp that's very much in the style of Double Dragon or Shinobi.

Those of you out there who like games where you just have to go around knocking the stuffing out of things will have a terrific time. The added delight of watching their guts dribble gently down the nearest available wall is merely an added bonus to be enjoyed!

RICK IS REALLY SICK

The mercy mission begins in the dark and haunted forest beyond the boundary of a huge mansion belonging to the mad Dr Mueller, the man responsible for awakening the dead. As our hero makes his way along he soon encounters a collection of repugnant zombies oozing from every orifice in time-honoured horror flick fashion.

To deal with these there are a number of street fighter-style moves to use, which all result in the creatures losing the odd limb or two. Accompanying each of these maimings are appropriate graphic displays of spurting blood and slime. Although easy to cope with at first, it soon becomes apparent that a weapon of some form is needed to overcome the hordes.

Fists and feet are not the most effective weapons so a blunt

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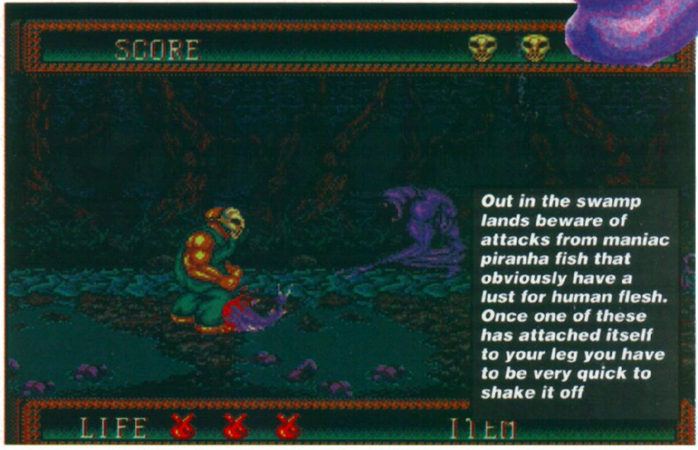
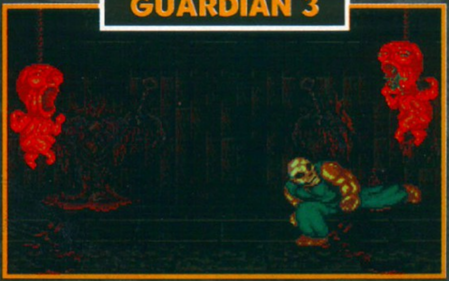


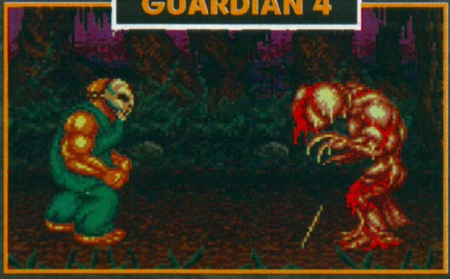
Out in the swamp lands beware of attacks from maniac piranha fish that obviously have a lust for human flesh. Once one of these has attached itself to your leg you have to be very quick to shake it off

GUARDIAN 3



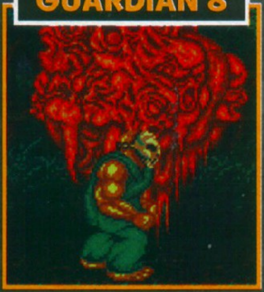
Numerous hell-born babies dangle by ropes from the ceiling. All you have to do is chop them up or lay the boot in and they're history

GUARDIAN 4



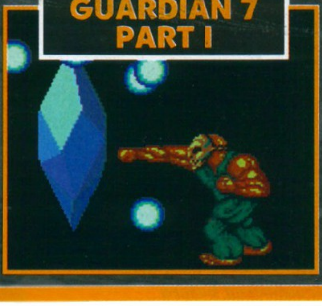
Rather pathetic zombie thing that keeps falling over. Not particularly horrific, but it does have the ability to turn into a giant spider after you've kicked it a few times

GUARDIAN 8



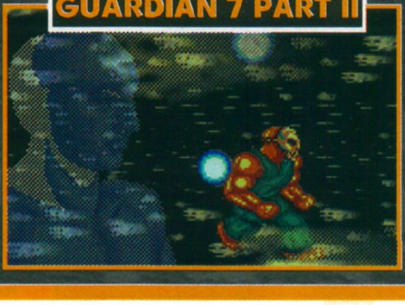
The final boss, a large blob of heaving pulsating rotting flesh that hovers gently above you throwing just about everything it's got at you! Yuck

GUARDIAN 7 PART I



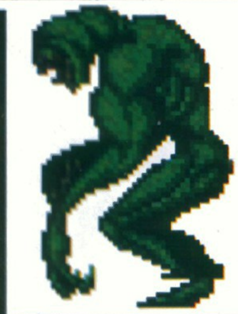
The crystal boss is where your girlfriend is imprisoned. Give it a few swift blows and she'll come running out to meet you. Unfortunately things are not over yet...

GUARDIAN 7 PART II



This giant apparition chases you away from the paranormal dimension and leads you to the exit to the real world

UNDEAD DUDES ON THE RAMPAGE

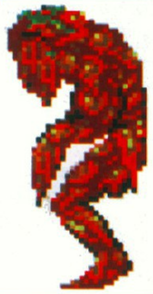


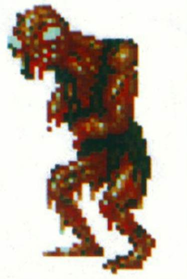
SCREAMING MIMI

(Above) There are numerous types of this creature but they are basically all the same. As a warning they emit a piercing scream before attacking

ZOMBIE

(Below) These shambling creatures drool rotting flesh and are some of the easiest to destroy. A single kick or punch dictates their destiny



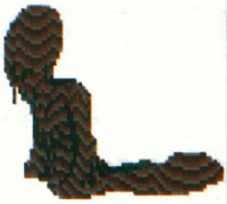


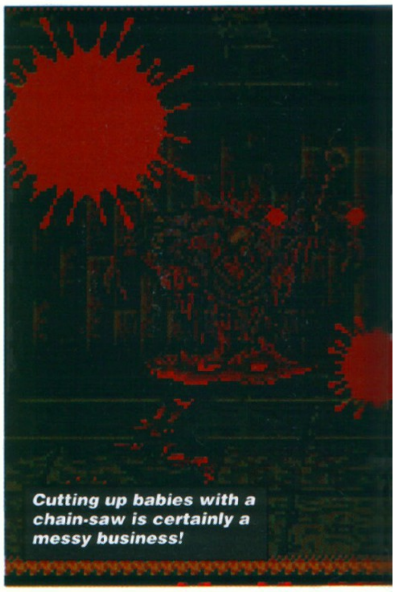
GHOUL

(Above) Related to the zombie, but in a slightly less extreme state of decomposition. Basically it's a dead human who retains the will to live

SLIME CREATURE

(Below) These are a rare species. They just crawl along the floor and get in the way. There's no way of killing a slime creature, the best that can be done is to put them out of action for a short while





Cutting up babies with a chain-saw is certainly a messy business!

MEGA PANEL

SCORES OUT OF 10

PLATFORM
SPLATTER-HOUSE 2
ONE PLAYER

OVERALL SCORE 72%

GRAPHICS	6
SOUND	6
PLAYABILITY	7
DURABILITY	7

UPPERS

- Gruesome ooze squirting graphical effects
- Thoroughly playable from start to finish
- Brave idea on behalf of developers
- Your granny will hate it

DOWNERS

- inconsistency in graphical quality
- Sound is a bit nondescript

Thanks to Megacom, 13 Mansfield Road, Nottingham for providing this game for review. Tel: (0602) 475151

CONTINUED

instrument of some sort is what is needed. This can soon be found in the shape of a length of lead piping. Falling foul to this most effective bludgeon the zombies quickly disperse, allowing progress through to the next section.

GRUESOME GUARDIAN

Beyond the forest, there is the first of the end of level guardians. This rather unpleasant wobbling mass of gunk filled ectoplasm guards the entrance to the underground passages that eventually lead to the Doctor's house.

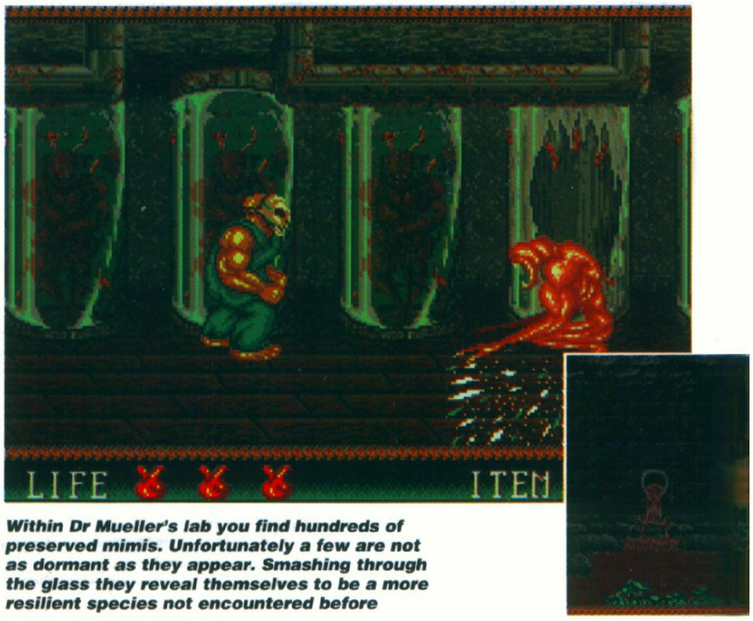
Destroy this creature to progress through to further levels that are filled to the brim with violence and outright weirdness!

Graphically, it would appear that the quality varies considerably from section to section. In places there are some quite superb effects which stretch the Mega Drive's abilities to the full. Unfortunately though, there are also numerous moments where it just doesn't cut the mustard.

For example, at one stage Rick falls into a paranormal vortex that sucks him to some other dimension. The initial effect here is really quite abysmal, being just a simple colour band scrolling up the screen.

However, moments later there is a superb display of horizontal parallax scrolling with some very clever looking transparent sprite effects! Such inconsistency is a trifle annoying and does nothing but spoil the overall presentation of the product.

The quality of the artwork throughout the game can only be described as average and it could be considerably better. Taking a look through the screenshots I'm sure you'll see the odd bit that looks fairly



Within Dr Mueller's lab you find hundreds of preserved mimis. Unfortunately a few are not as dormant as they appear. Smashing through the glass they reveal themselves to be a more resilient species not encountered before

EXCUSE ME!..

Call me a party pooper if you want, but don't you think the gore filled graphics are going a little too far? Zombies are fine and skeletons are acceptable. I'd even give a big kiss to a slimy monster or blow away a goblin without any qualms.

However, when it comes to chopping up babies with a chain-saw I draw the line. This would be banned if the scene was in a movie because it is definitely pushing the limits of acceptability. I would prefer not to see this sort of thing included in a game again because I feel that it just isn't necessary. **JASON**

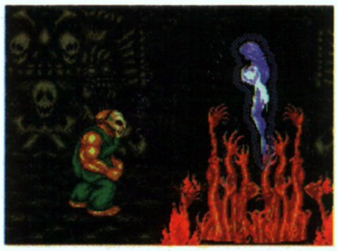
reasonable, but there's nothing truly stunning is there?

I don't feel that it is unreasonable to expect a great deal more from a game these days, especially when the packaging has the message '8 megs of gruesome graphics' spattered across the cover. This is all well and good, but if they're crap, who cares how much memory the graphics take up? I don't.

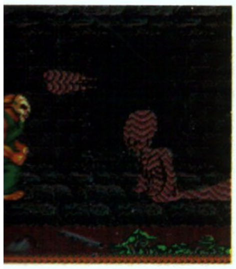
Despite everything though, Splatterhouse 2 is a good laugh which will appeal to beat'em-up fans and sickos alike. Definitely the sort of game that will offend your parents no end! It's not too often that you get to say that about a video game!

It has its idiosyncrasies I'll admit, and in places it is shoddy in the presentation department but it does play very well.

JOHN



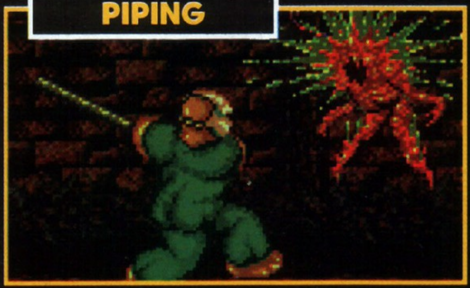
An apparition appears before you and cries out for help. It is your beloved, tormented for eternity by the lost souls of the underworld



Deep in the sewers the slime creatures begin their gradual crawl towards you. Your only hope of escape is to move as quickly as possible

CAUSE AND EFFECT – A SPLATTERING OF WEAPONS

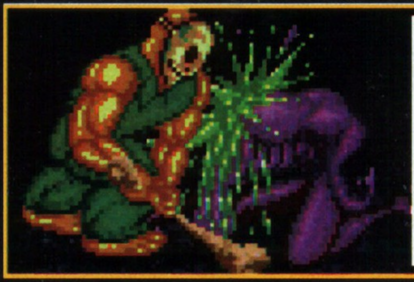
PIPING



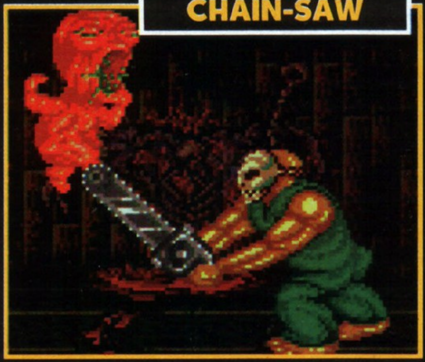
Found in the first level, this length of lead piping works amazingly well for bludgeoning zombies into obscurity!

BONE

An almighty overhead swipe with this ancient fossilised dinosaur bone creates the desired cranium crushing effect

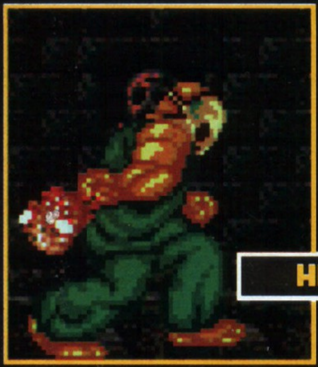


CHAIN-SAW



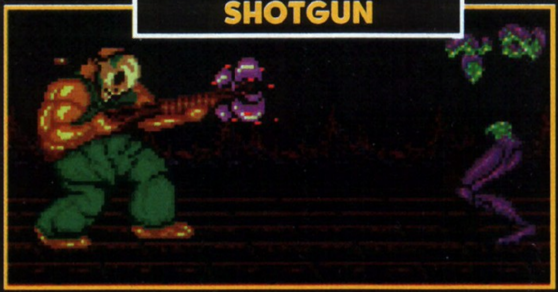
This weapon is so much fun... It's just a shame you can only hang on to it for a few moments. True Jason-style horror stuff this

HEAD



If you beat up a few of the ghouls, they will leave their heads behind. How nice! Surprisingly they are quite effective throwing weapons

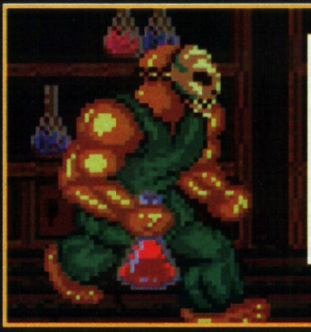
SHOTGUN



Hanging on the wall in the house is this superb weapon. Eight cartridges are already loaded into it and this is far more than you need

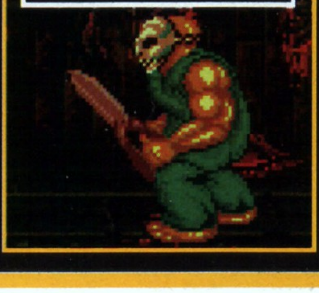
POTION

A bit pathetic this. Pick it up, lob it in the desired direction and it starts a little fire. I thought Rick was a psychopath not a pyromaniac

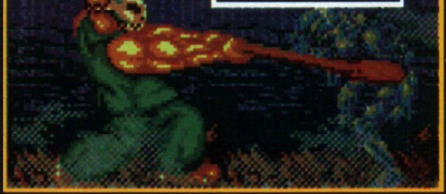


SHEARS

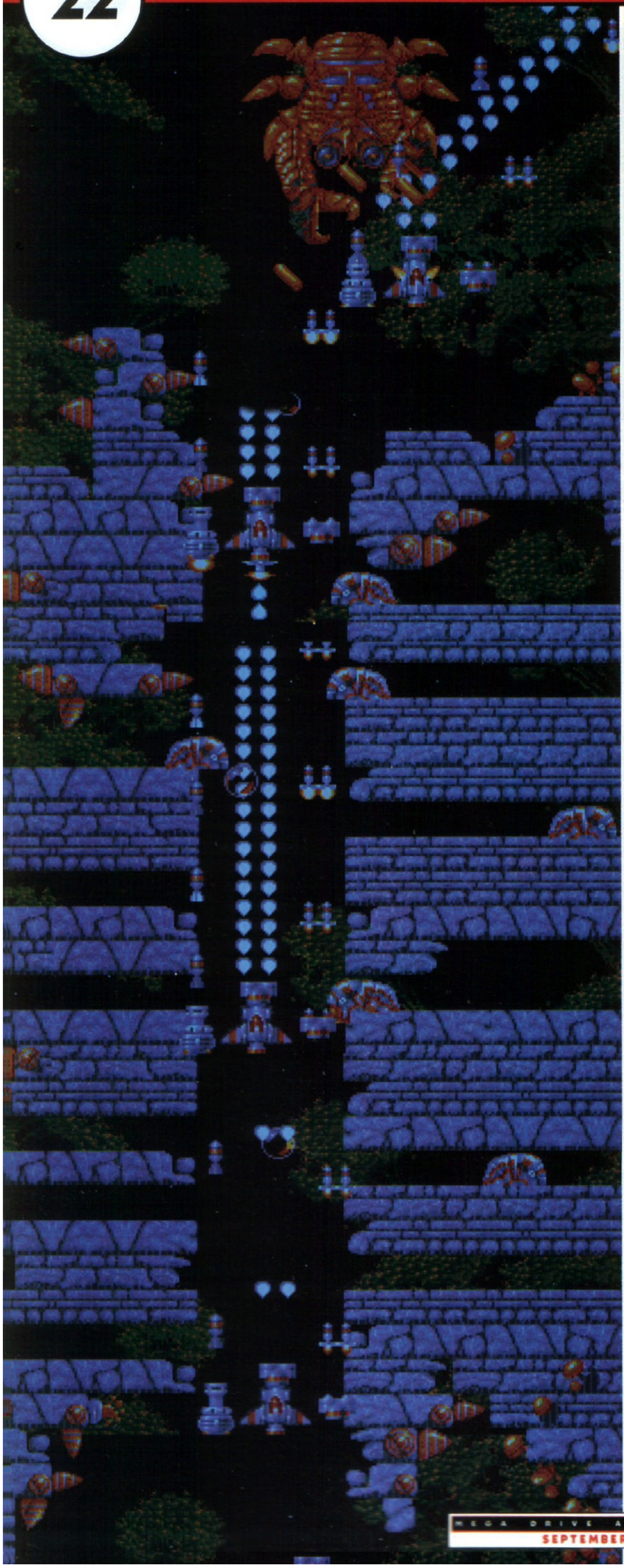
As with the chain-saw, you don't get to hang on to this weapon for very long. However, it's a superb throwing weapon



OAR



Wielded like a cricket bat this has a superb effect! Give a zombie a swift blow to the head and he goes flying into the distance



This was the bee's patellae on the Amiga and ST when it was released. Now, either something was lost in the translation to the Mega Drive or it was never actually as good as it was cracked up to be...

This third level really shows the graphics off at their finest

X

PREVIEW

We are talking about a vertically scrolling shoot'em-up, the kind of thing that the Mega Drive is more than amply served with. But is a two-year-old game really needed right now, even if it is meant to be superb? Well, to be honest, probably not.

You start off with your basic, unpowered-up spaceship thingy. Scrolling upwards, as this sort of game usually does, the first thing you'll notice is the intricacy of the background graphics and the amount of animation in the alien sprites.

BLINDED BY ABSOLUTE POWER

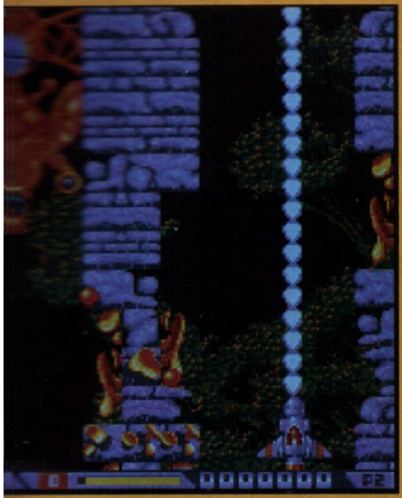
Each enemy rotates, pulsates or even vibrates as it spirals inexorably towards you. It is a damn good-looking game and the quest to see even better and more varied graphics could keep you playing well beyond Xenon II's sell-by date, but we'll come to that later.

Just as you get used to this visual cornucopia of enemies however, you'll realise just how many of them there are and panic. The good bit is that the more shots that hit them and the more moolah they give out.

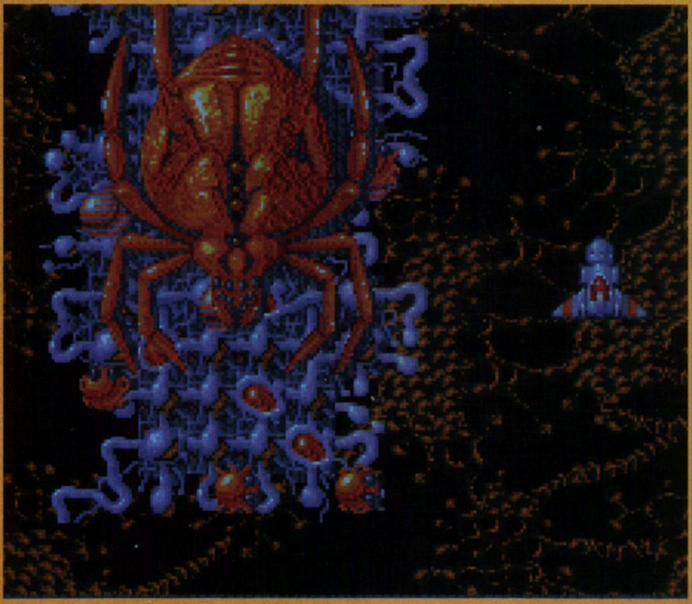
Side shots are the only truly effective method of destroying these creatures

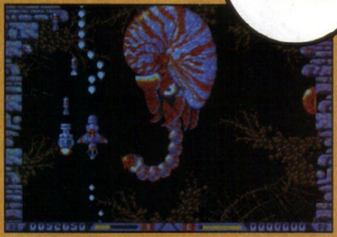
This is useful for buying large bits of bolt-on kit at strategically placed shops, usually found at the end of a level. It is possible to buy anything, ranging from advice to excessively large arms-race-accelerating-double-super-duper-laser thingies that cost something like half the GNP of a medium sized third world country. Possibly.

One of these effects is Super Nashwan Power. This is absolutely superb and with it the ship veritably

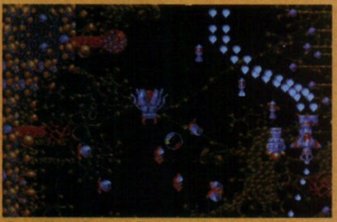


Make sure the spider is destroyed at the lower end of its domain, otherwise you'll find it difficult to pick up the money when it dies





The first big end of level thingy doesn't take much to defeat. A few well-timed shots in its eye and it's all over



Small pointed fish make life difficult as they explode from the side of the cave and chase you

ENON II

bristles with big things firing even bigger things and eliminating everything in its path. The problem with this is that it only lasts for 10 seconds, and during this time it's impossible to see any of the actual game. Oh well, you can't have everything eh?

A HEART A DAY

Another useful item is health. The ship won't vaporize after just one hit, but the result will be a reduction in the health level. Every hit will deplete this amount until the ship dies an ignominious death at the hands of the fiendish alien death squads. However,

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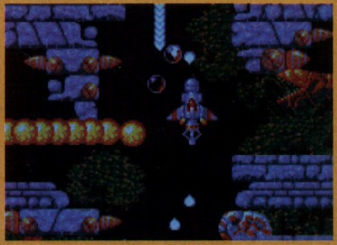


A nightmare sized crab. It's the biggest advert for safe sex since living in Birmingham

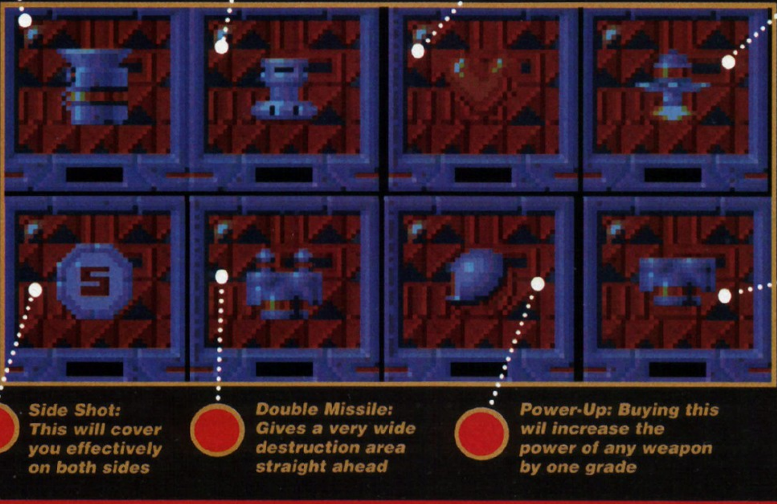
THEY DON'T LIKE IT UP 'EM!

Laser: Gives a strong, wide beam that is very effective

Missile Launcher: Pumps out a continuous stream of projectiles

Health: This will boost your health to its maximum level – very useful indeed

Rear Shot: Matches the front gun shot for shot but it fires directly backwards. One can often be picked up in the game

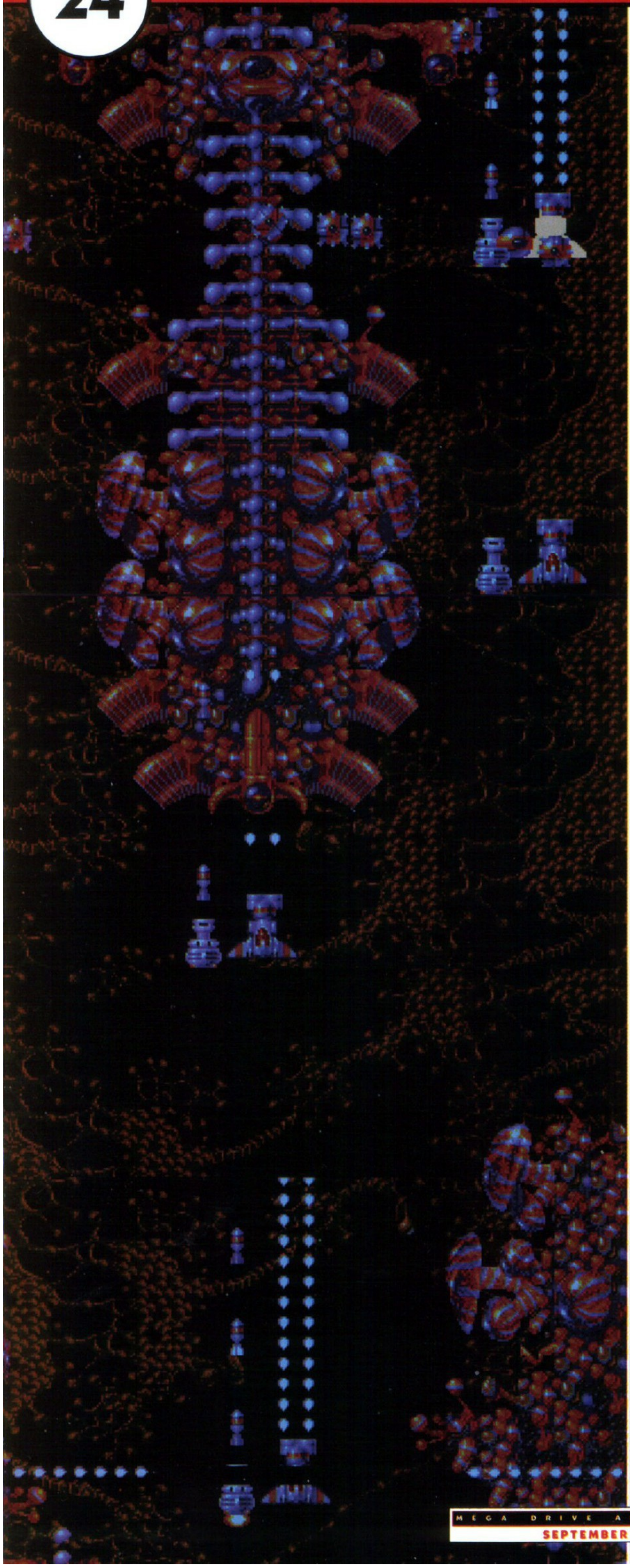


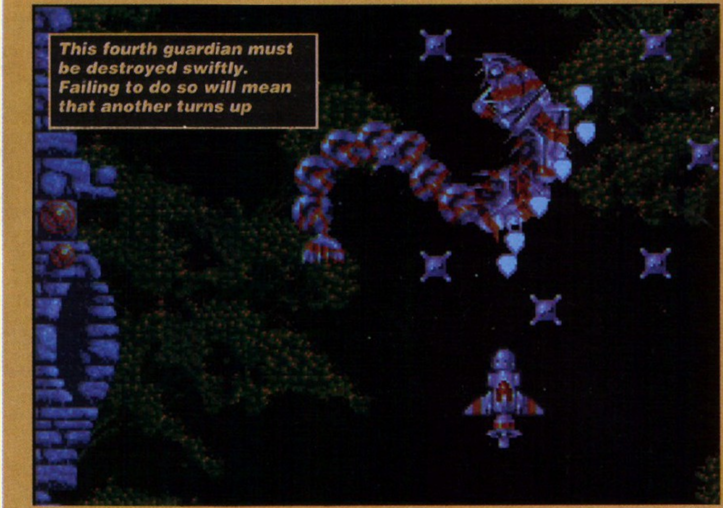
Side Shot: This will cover you effectively on both sides

Double Missile: Gives a very wide destruction area straight ahead

Power-Up: Buying this will increase the power of any weapon by one grade

Double Shot: Bolted onto the front of the ship this will send two streams of bullets forward towards your victims





This fourth guardian must be destroyed swiftly. Failing to do so will mean that another turns up

CONTINUED

pick up a heart either during the game, or more likely, in the shop and there will be no problem – for the moment at least.

Xenon II seems to offer the player just about everything expected from a game like this; a wide selection of impressively animated aliens, enough bolt-on weapons to make James Bond jealous and a nicely weighted financial reward system to buy these weapons.

The problem the game has though is that it tries to do too much. By the time you arrive, reasonably powered up, at the second level there is far too much going on in the game.

It is not that this is dangerous because your weapons can more than cope with anything. Rather, it's a little disappointing knowing that just pressing fire and waggling is all that is needed to survive the first two levels .

BLOW YOUR MIND

Beyond level two both your power and that of the enemy increases exponentially; the aliens get bigger and harder to hit, but you get larger and more dangerous weapons. You need to buy more and more weapons because the further into the game you get, the greater the onslaught which is needed to kill the aliens. Initially all these add-ons are no problem, but gradually they get in the way until it becomes impossible to see.

POWERED BY SOUND

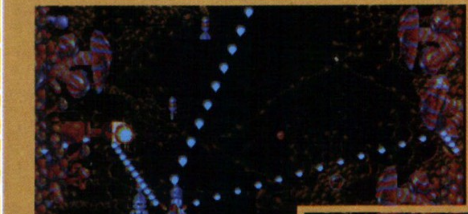
One thing that helped the original was the blistering tune that ran all the way through. Well, the MD version is lacking incredibly in the sound department. Somehow the adrenaline just doesn't flow as it might.

On the plus side, it's still addictive and bloody difficult. The tragic part is that often the pain of going further overcomes the desire to play.

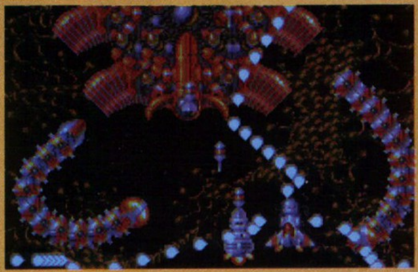
The version we've been playing for over a week know is some 95 per cent complete. All the levels are here and the only thing that needs tidying up are a few graphical glitches.

It was impressive three years ago on the Amiga, but on the MD it's just a competent shoot'em-up of which there's more than enough.

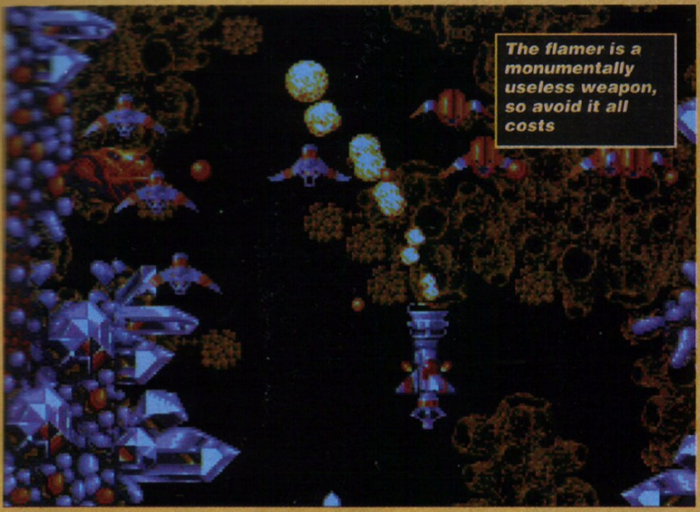
JOOLS



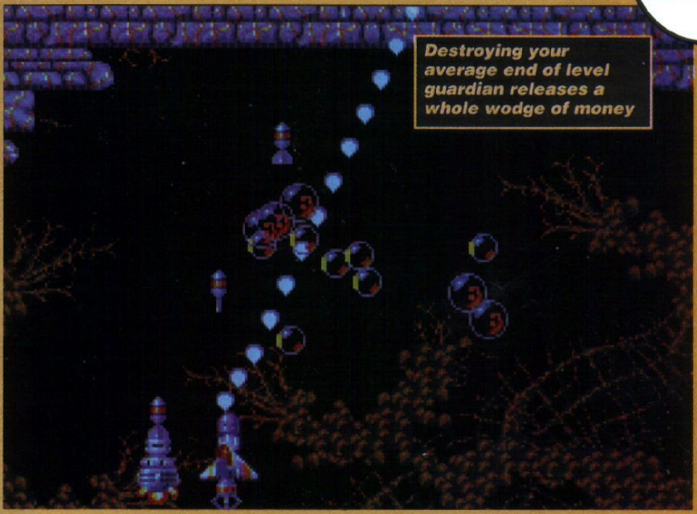
(Left) That all-important side shot in full effect. Believe me, you'll be lost without it



(Right) More of an end of level structure than a guardian, but it still gives money when it is destroyed. So who's grumbling?



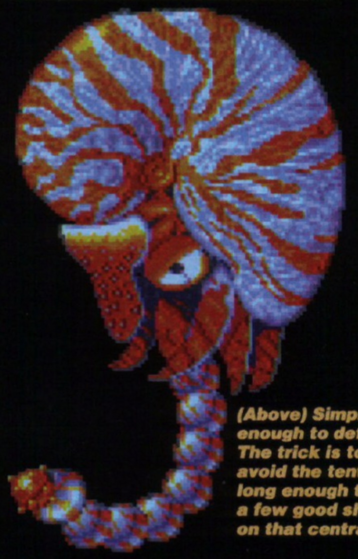
The flamer is a monumentally useless weapon, so avoid it all costs



Destroying your average end of level guardian releases a whole wodge of money

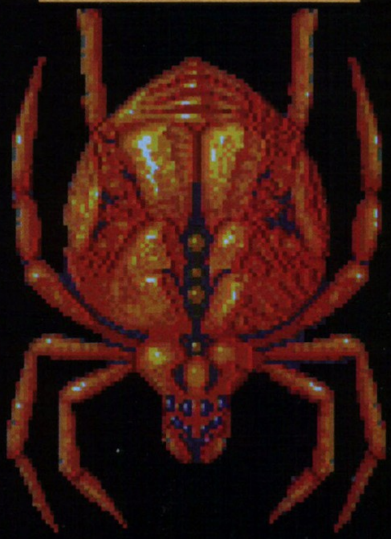
MEET THE GRAUNIADS

GUARDIAN I



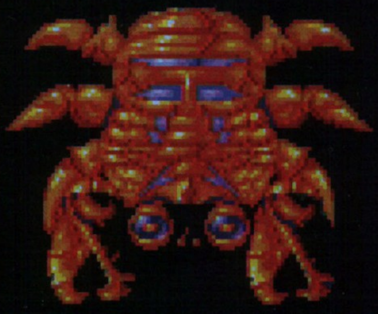
(Above) Simple enough to defeat. The trick is to avoid the tentacle long enough to get a few good shots in on that central eye

GUARDIAN 2



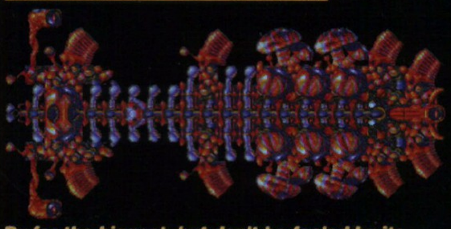
(Left) Good timing is essential to ensure that you don't lose out on your reward. This one crawls down a central island and it is crucial that it is only destroyed at the bottom, where the money can be easily collected. Destroying this meanie is relatively simple, the only thing to watch out for are the little exploding pods that grown out of the scenery

GUARDIAN 3



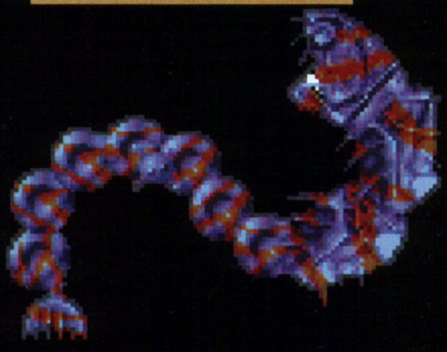
(Above) The crab is first really tough opponent. All you have to do is shoot its eyes, but these are well defended by his claws. It can quickly trap you in a corner with its circular movements, so be careful or you'll be dead before you know it. Try not to get behind the creature and be prepared to move quickly

GUARDIAN 5

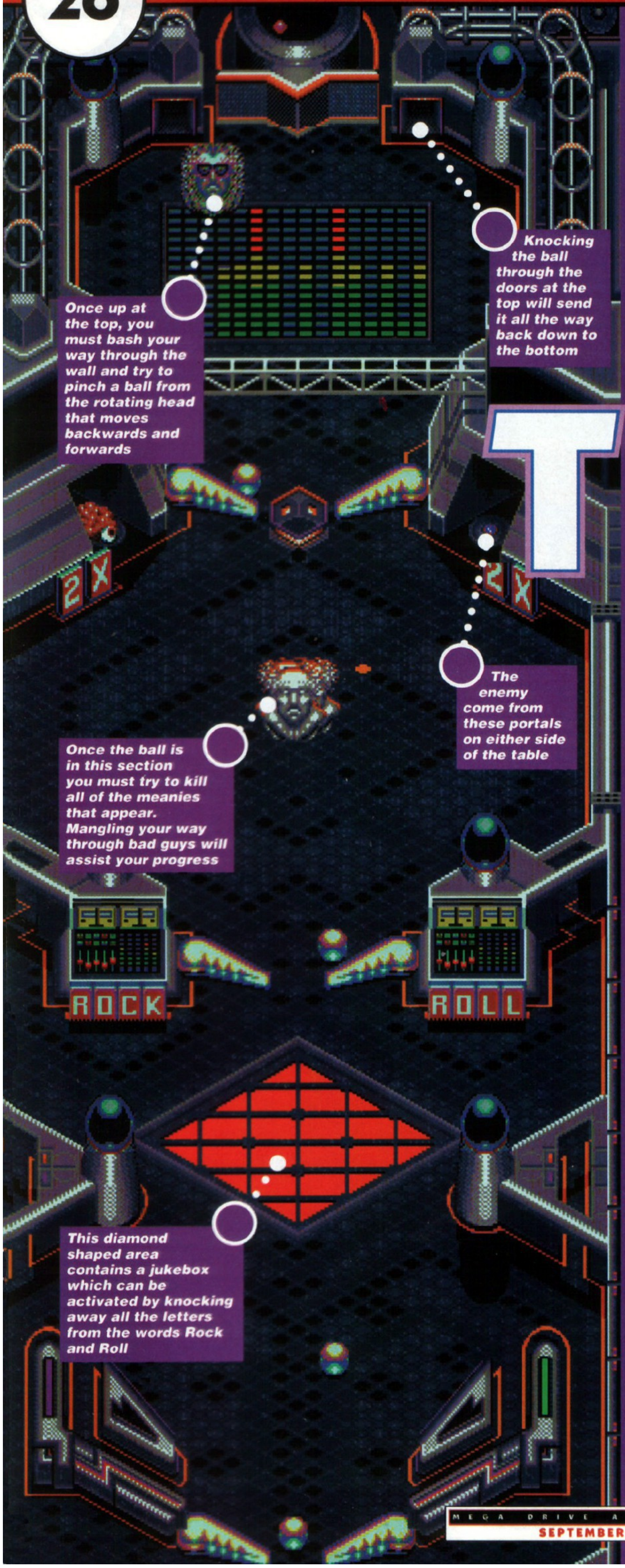


By far the biggest, but don't be fooled by its size. To destroy it take out three eyes; two at the top and one at the bottom. The scrolling takes you in the right direction, but out of the valves at the side come fast moving snakes. Keep firing, don't be afraid to reverse the scroll and never sit on the edge of the screen

GUARDIAN 4



(Left) The most dangerous of them all. It moves far too fast for any kind of lackadaisical approach. Try and stay back as long as you can, making the occassional sortie to get a few hits. Take your time, but stay on your toes



Knocking the ball through the doors at the top will send it all the way back down to the bottom

Once up at the top, you must bash your way through the wall and try to pinch a ball from the rotating head that moves backwards and forwards

The enemy come from these portals on either side of the table

Once the ball is in this section you must try to kill all of the meanies that appear. Mangling your way through bad guys will assist your progress

This diamond shaped area contains a jukebox which can be activated by knocking away all the letters from the words Rock and Roll

No, Twisted Flipper is not about a psychopathic dolphin, nor indeed does it concern an unfortunate ailment suffered by sub-aqua divers. It is in fact the latest in the recent spate of pinball simulators to arrive on the trusty Mega Drive.

TWIST

PREVIEW

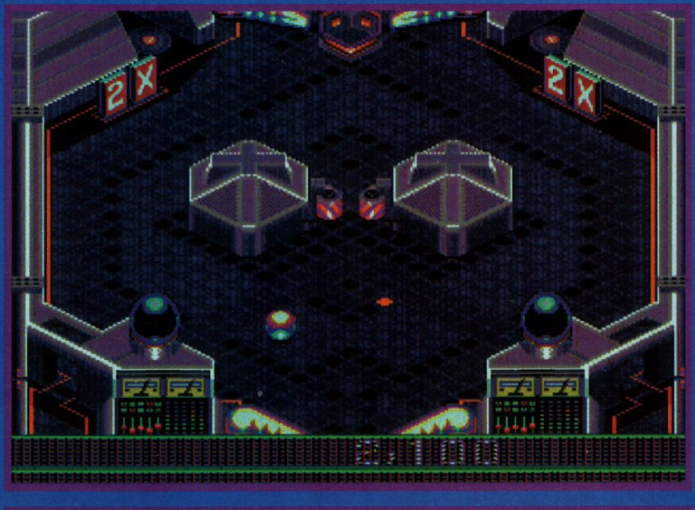
Every few years or so the humble pinball machine goes through a phase of representing all things cool and trendy in the games world. Pop into just about any arcade at the moment and you'll find loads of the things lurking in the darkest dingiest corners attracting all sorts of people, ranging from business men to teenage ravers!

By taking the basic idea behind pinball and fusing it with a number of more console-type features, the developers behind this imminent release from EA have created a game that, hopefully, should keep you happy whether you can reach the nearest arcade or not.

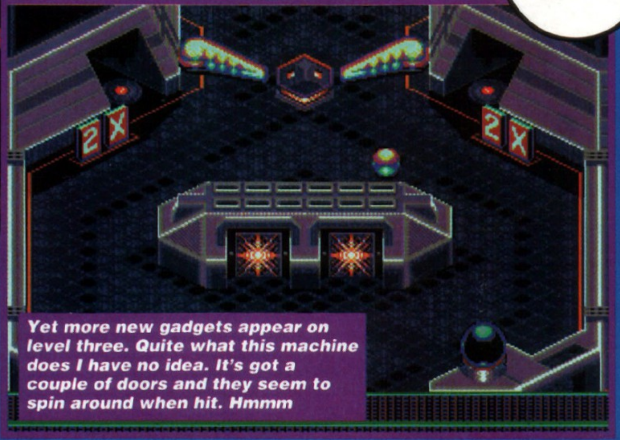
The copy that we managed to get hold of for this preview was only about three-quarters complete, so what you see here is not necessarily exactly how the finished product will look.

HEAVY METAL FLIPPER

Call me John, but the first thing I noticed about this game was that the title screen is accompanied by a more than reasonable rendition of Motley Crue's Dr Feelgood. To say that I'm impressed would be an understatement.



Although graphically very similar to the first level the second one has some great new gadgets through which the ball has to be flipped



Yet more new gadgets appear on level three. Quite what this machine does I have no idea. It's got a couple of doors and they seem to spin around when hit. Hmmm

ED FLIPPER

Whether or not this is going to be present in the final version though, is unclear at the moment. We'll have to wait until September to find out.

Tune aside, the game looks as though it's going to be a real corker. OK, obviously pretty much everything you'd expect from a pinball game is included, but it has loads more to boot.

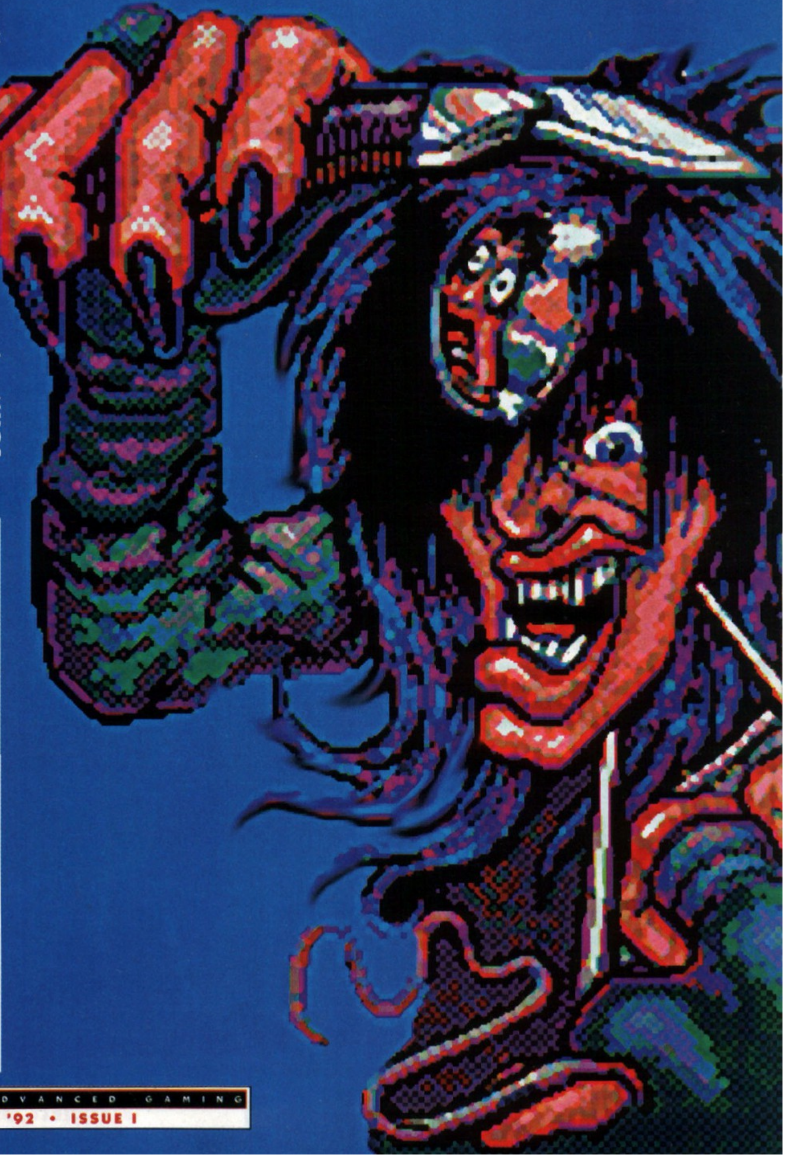
For a start this is not just your average bog standard single screen affair. Oh deary me no. This is four screens of mayhem filled craziness. On top of this there are three levels of flippers which not only knock the ball around to gain points, but also help to kill the bad guys.

Also included are loads of little sub sections and bonus features too numerous to mention here, but I can tell you that it turns the concept of pinball totally on its head!

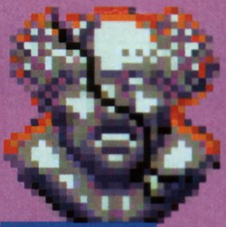
In all there are four different tables for you to play on and these are all presented exceptionally well. Chrome is used to dazzling effect wherever possible giving a superb hi-tech feel to the game.

In all, it looks as if this will bump up the standards of Mega Drive graphics. It's about time!

For those itching to get their hands on this, you'll have to wait until the end of September when it will be released for £39.99.



MEANIES TO MANGLE

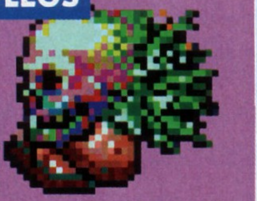


STATUES

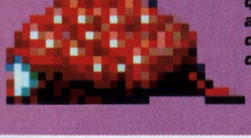
The first targets to attack are the statues that must be hit several times. They come in multiple waves and are merely a pain in the backside

HEAD ON LEGS

The heads on legs are a little more difficult to deal with than the heads. They roam around in circles and have this amazing knack of getting in the way



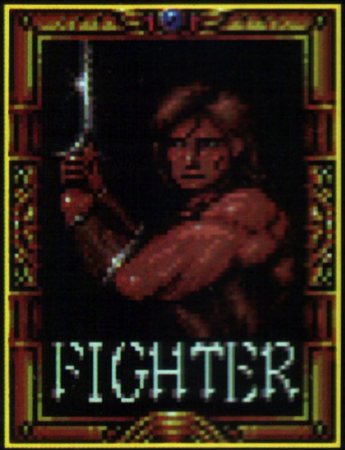
BRAIN



The things to hit in level one are the brains! Eugh! They move very quickly indeed and are the most difficult to destroy

"Welcome to 'What's Your Game?'. Today we speak to Andrew Fighter and Alan Mage, the two surviving adventurers from the Cadash incident and we ask them what lies ahead. Will they abandon their cause or continue the fight against the horrific Balrog."

CADASH



With bronzed flesh and bulging muscles the fighter leaps into the fray swinging his sword above his head. Proficient in combat, he is the best character for beginners

REVIEW

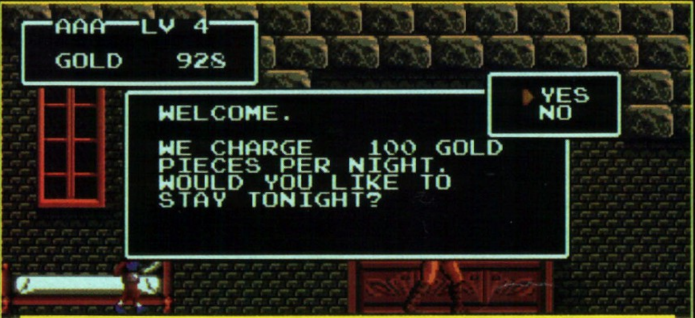
"First of all I would like to ask you both, in your own words, what exactly happened during the incident?"

The first to speak was a large man with bronzed skin and bulging muscles. "It was terrible. The four of us were exploring in the area known as the Arcades, all was going well. Suddenly the god named Taito reached down with a great groping claw and snatched us from our quest."

The man looked visibly distressed. "The next few days were the worst I have ever known. Mage and myself are lucky to be alive, but the others were less fortunate."

"You mean Ninja and Priest? How did you lose them?"

"They, er, were torn apart. Discarded like waste. Just because we are still alive doesn't mean we are unharmed. We have both suffered damage to our colour perception, our hearing isn't as good as it used to be and no matter how hard we try we just can't attain the same sort of speeds that we were once capable of."



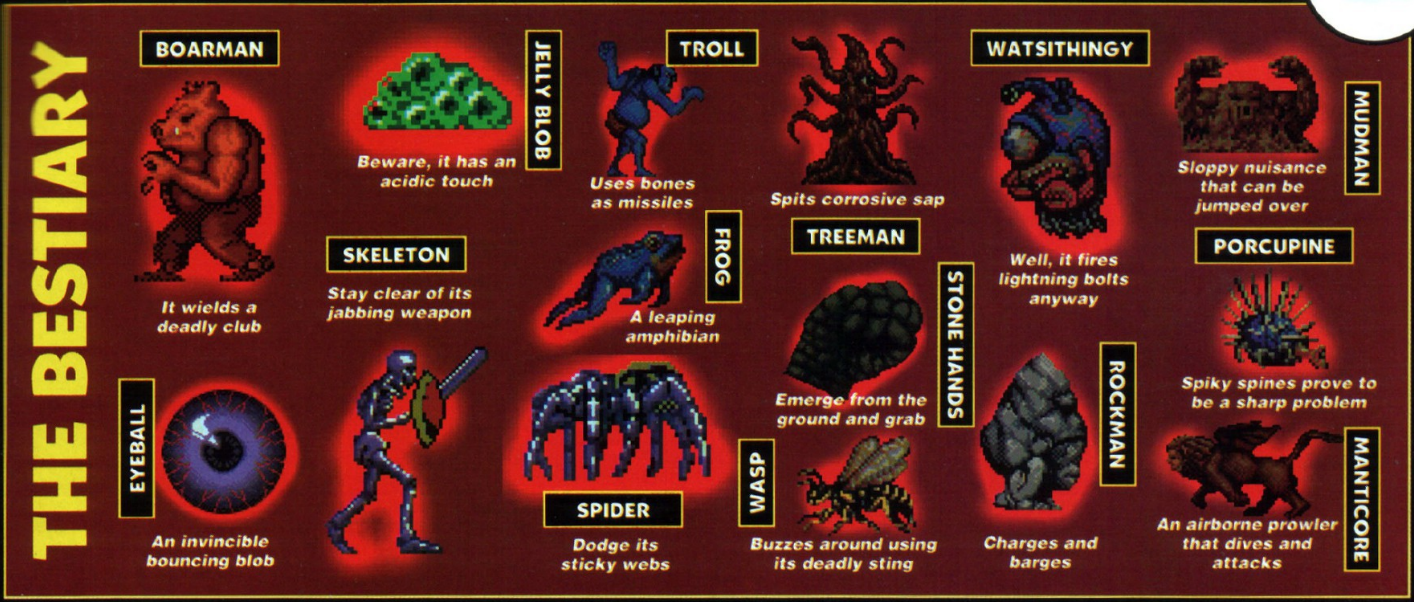
WELCOME.

WE CHARGE 100 GOLD PIECES PER NIGHT. WOULD YOU LIKE TO STAY TONIGHT?

During the quest your character will take wounds and his hit points will be depleted. One method of restoring them is to spend the night at an inn. This well needed rest will do you a world of good

RELEASE DATE: OUT NOW • PRICE: £38.95

THE BESTIARY



BOARMAN It wields a deadly club

JELLY BLOB Beware, it has an acidic touch

TROLL Uses bones as missiles

TREEMAN Spits corrosive sap

WATSITHINGY Well, it fires lightning bolts anyway

MUDMAN Sloppy nuisance that can be jumped over

SKELETON Stay clear of its jabbing weapon

FROG A leaping amphibian

STONE HANDS Emerge from the ground and grab

PORCUPINE Spiky spines prove to be a sharp problem

EYEBALL An invincible bouncing blob

SPIDER Dodge its sticky webs

WASP Buzzes around using its deadly sting

ROCKMAN Charges and barges

MANTICORE An airborne prowler that dives and attacks

For the first time Mage began to speak, "Before we go any further I should like to point out that we have also been inappropriately titled. Taito has himself called us role-players. We have never been role-players and never will be.

True to our origins we are adventurers of the arcade type, horizontal scrollers we have been and always will be. Although I must confess to being partial to the odd platform or two."

"Now that your past has been cleared up and the misconceptions rectified what is left for you?"

"The pair of us will continue on our quest against the evil Balrog, the future of the world depends on it, so we have no choice"

SWORD IN HAND

"We still have our jobs to do. Fighter here will need his sword to fend off the creatures we must face, while I control the magical and mystical powers of the wizards.

It is where our talents lie, we cannot perform actions that are beyond our abilities. That sort of thing is in your blood from the start, your statistics if you will, and not even Taito can alter that."

"So what do you expect to face on your journey, surely danger will be inherently linked with your adventure?"

"That is true enough but we are not strangers to peril. We have heard rumours of trolls, goblins, skeletons and a kraken waiting along our route. I will deal with them using my sword while Mage gives me some magical support."

SHEER FORCE

"We expect the enemy to be strong and no doubt we'll be outnumbered, we will have to fight them on their ground using only the weapons that we take with us or find on the way.

It would therefore be folly to assume that we won't be wounded in some way, but what we don't want is for those wounds to reduce our hit points, if I may use the technical word, to a degree that will cause us to expire. It is simply a case of us getting them before they get us, whether we be in forest, gnome village, caverns or other precarious places."

"At this point we should point out that Taito isn't a complete jerk, he has promised to reincarnate us if we do well and fight bravely. Religious men call it a credits system."

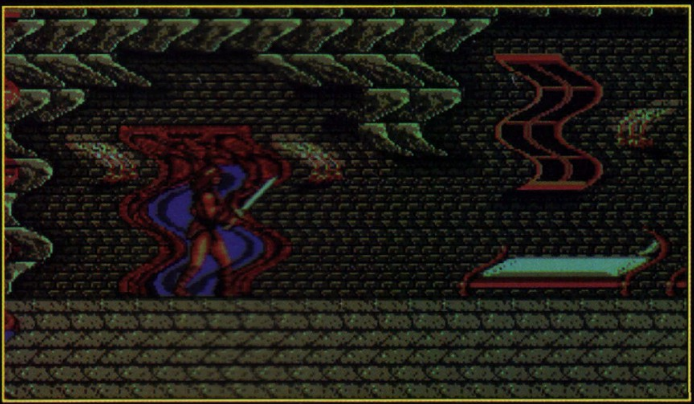
"You briefly mentioned there the use of magic. Mage, can I ask you to expand on that?"

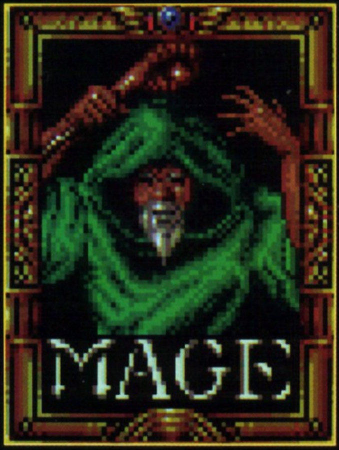
"As you know magic is my forte. While Fighter swings his sword I wave my arms in the air, chortle chortle. At the moment I have the powers to cast a fireball, a ball of flame that will ignite anything it touches.

As I become more experienced and stronger, powerful incantations such as the storm of daggers and ice tornado will become part of my

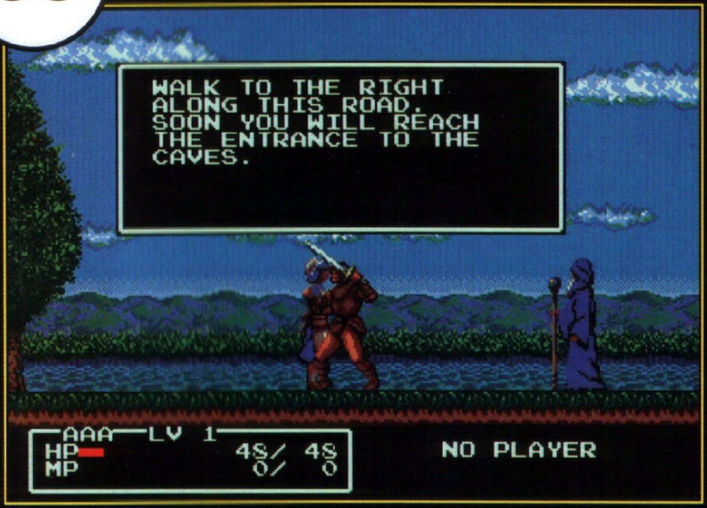
CONTINUED

Bleurgh. I knew I shouldn't have had that extra cask of ale last night. Actually it's a teleporter sending you to another part of the game world, thus saving the hassle of walking



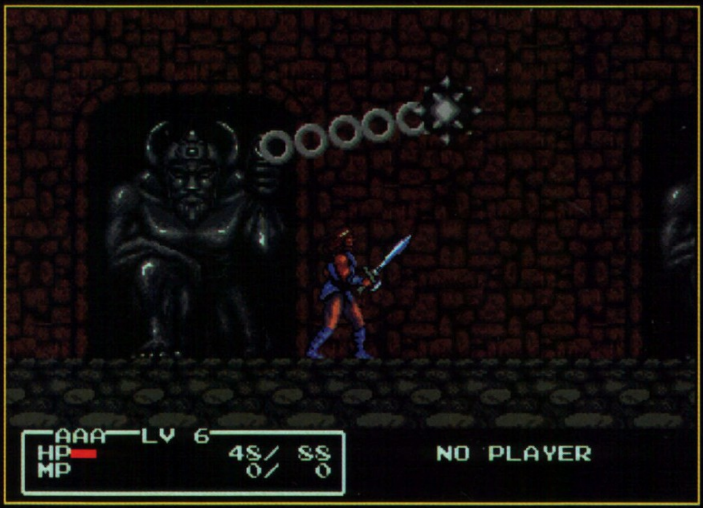


Mystic runes and magical rites abound with the Mage. He begins the game as a weaker character, but possesses the potential to become extremely powerful



WALK TO THE RIGHT ALONG THIS ROAD. SOON YOU WILL REACH THE ENTRANCE TO THE CAVES.

Many of the people who you come across on the quest will be able to provide information. This ranges from small talk to vital clues, so it is important that you quiz everyone who is encountered



Not all of the peril comes from monstrous creatures and slimy abominations. Timing is required to leap and bound your way past these swinging morning stars. Move too slowly and you're history

CONTINUED

inventory. But there are limitations as to what I can achieve. My brain can only take so much mystic pounding and after several spells I will need to rest to restore my mental capacity."

HAPPY FAMILIES

"You will be passing through many of the towns that are able to receive this programme, is there anything either of you would like to say to the people at home."

"Yeah, when we come past your front door we will be loaded with cash. Get some stock into your armouries and apothecaries, we're going to need some extra fire power and we will have the money to pay for it.

If you have a spare room that we could use for the night we'd be extremely thankful. I'm sure the rest will be needed in order to revive our weary bodies."

"Also, information you have concerning the road ahead would be very helpful. Any maps, snippets of local lore or rumours would be much appreciated."

"To finish the show I'd like to introduce Dr Ustanov Nicholia Grampion, an expert on arcade adventures who will give us his opinion on the events surrounding Cadash."

"Well, I see it this way. The boys have had a very hard time during their conversion from the arcade version. They have become slower, they are not as proficient as they used to be. On top of that two of their comrades have been lost. However, despite this they are still true to their quest and origins, very much so in fact.

As far as optics are concerned little has changed during the transition, but unfortunately the same can't be said for sound which is rather poor in the new format."

The poor little mite, he's been hurt. What terrible creature from the dark depths of the Earth could have done this awful deed? Could it be (gulp) the end of level guardian? Arghhh! Questioning the lad my provide the answer

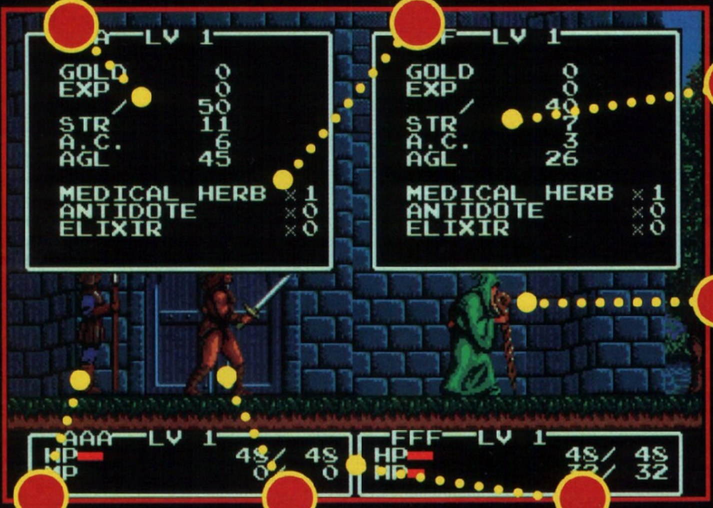
IN MY EXPERT OPINION

"Despite the changes made the quest is rather exciting, one that involves plenty of action with a degree of mental exercise. It will take the two heroes some time to complete and should keep all adventurers enthralled for many moons to come."

"Thank you, good night, sleep tight and don't let the bed bugs bite."

JASON

STATISTICALLY SPEAKING



Abilities: A run-down on the fighter's vital statistics, agility for example

Possessions: What's in the sack?

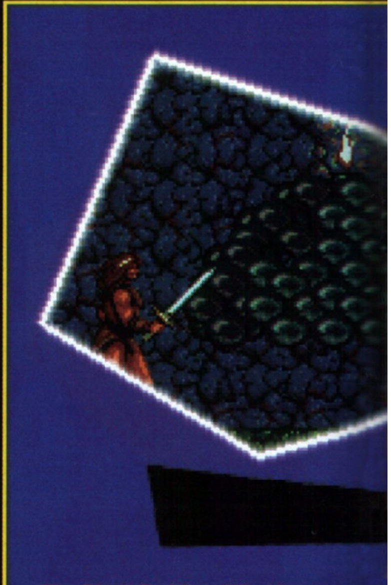
Player Two Statistics: Follows the same formula as player one

Mage: The man behind the sorcery

Guard: Resistance is useless, or so I'm told

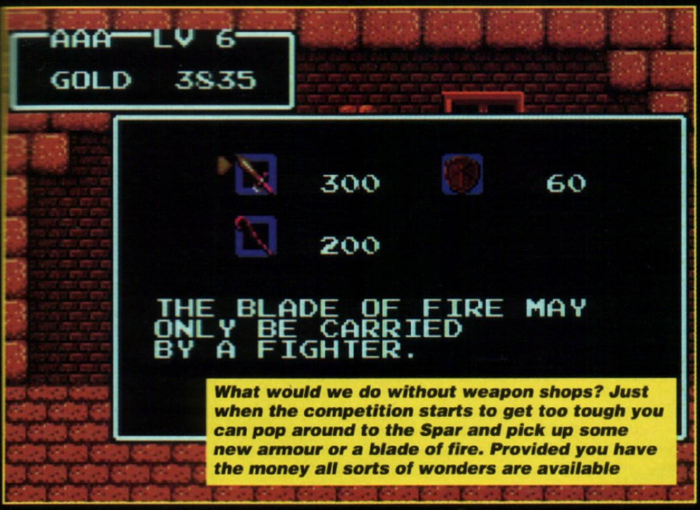
Fighter: A blade wielding hero

Life Force Window: Displays the remaining hit and magic points



The Black Pudding: What horror, a northern delicacy is going to eat you!

RELEASE DATE: OUT NOW • PRICE: £38.95



AAA LV 6
GOLD 3835
300 60
200
THE BLADE OF FIRE MAY ONLY BE CARRIED BY A FIGHTER.

What would we do without weapon shops? Just when the competition starts to get too tough you can pop around to the Spar and pick up some new armour or a blade of fire. Provided you have the money all sorts of wonders are available

MEGA PANEL

SCORES OUT OF 10

ARCADE ADV **CADASH** ONE/TWO PLAYER	OVERALL SCORE **78%**	GRAPHICS	6
		SOUND	5
		PLAYABILITY	8
		DURABILITY	8

UPPERS

- *Large play area*
- *Multiple characters*
- *Different collectibles*
- *Close(ish) to arcade original*

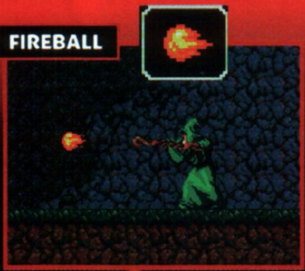
DOWNERS

- *Incorrectly billed as role-playing*
- *Average sound*
- *Some dodgy monsters (The Black Pudding)*

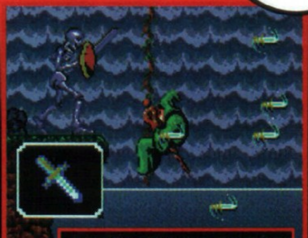
Thanks to Megacom, 13 Mansfield Road, Nottingham for providing this game for review. Tel: (0602) 475151

AS IF BY MAGIC

FIREBALL



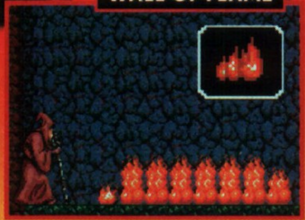
A sphere of flame will fly from your staff and will ignite anything it touches



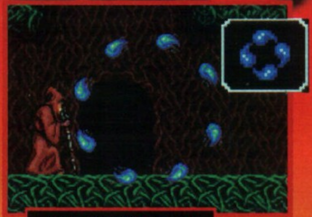
STORM OF DAGGERS

This results in knives flying around the screen hacking at any creatures

WALL OF FLAME



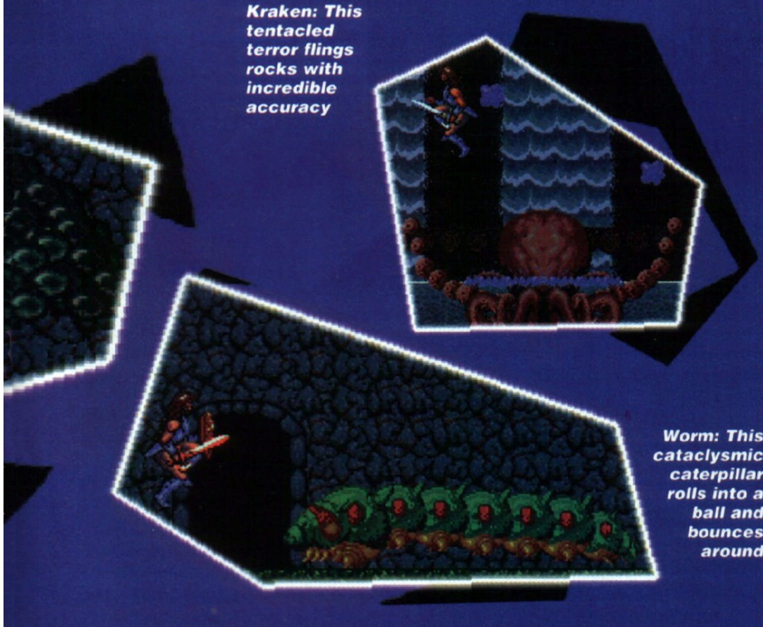
A sheet of fire, once created, will scorch the ground



ICE TORNADO

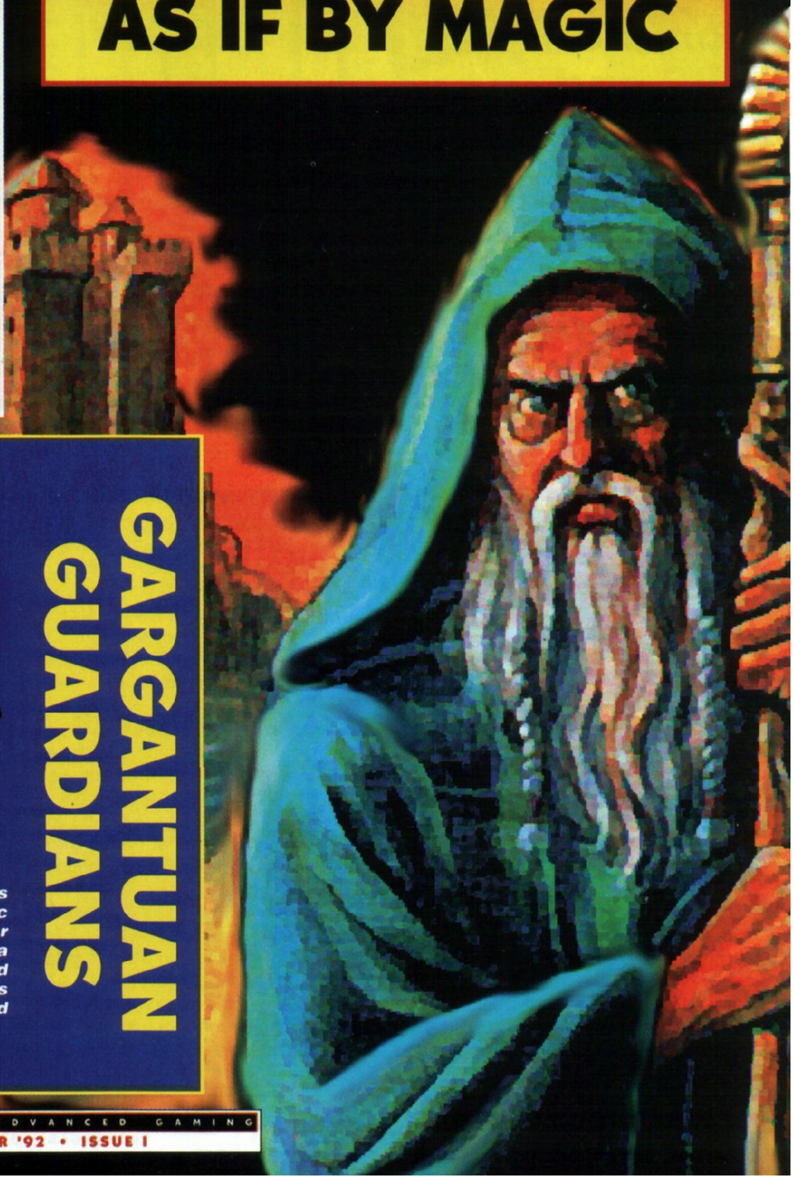
Freezing cold shards of ice explode outwards

GARGANTUAN GUARDIANS



Kraken: This tentacled terror flings rocks with incredible accuracy

Worm: This cataclysmic caterpillar rolls into a ball and bounces around



Surprise is everything here as you move in behind a target

LHX ATTA CHOPPE

It was a storming success on the PC and now LHX Attack Chopper is the first helicopter sim set to hit the Mega Drive.

F-22 Interceptor was the EA Air Force's first venture into the world of Mega Drive flight sims. It used 3D graphics to reasonable effect however, the Mega Drive's lack of a custom maths chip means that 3D will always be a major feat of programming and never as impressive as that seen on the PC.

Using the same basic 3D generator EA are in the process of completing the conversion of their PC hit, LHX Attack Chopper. They are also hoping to improve the speed.

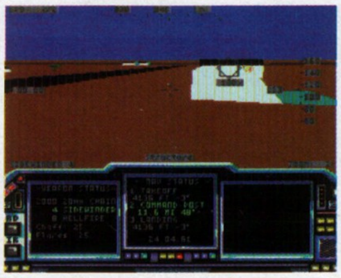
A ground attack based game, EA will give you the choice of two helicopters in which to fly the missions, of which there should be over 500. The first choice is the Apache, star of Desert Strike and a major force in ground attack warfare.

The other machine the LHX is only rumoured to exist. It's top-secret and for the purposes of the game it will definitely the best thing since chocolate chip ice cream.

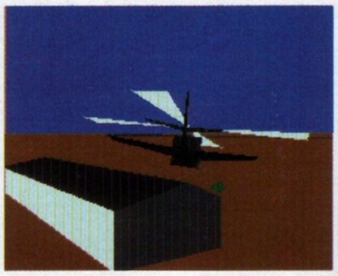
ZONAL ASSAULT

The plan is to set the game in three different war zones, Eastern Europe, Libya and North Vietnam. Typically old-hat adversaries you might think, but just wait to see what happens in Eastern Europe this year, it is bound to get messy.

One new innovation for LHX is the idea of having a random first mission. This means that instead of having to play the same mission over and over again, you'll get a randomly chosen one – meaning you can just load up play a quick game and go to the pub, or do something similar.



The central screen can display navigational information even while the helicopter is locked onto the structure to be destroyed

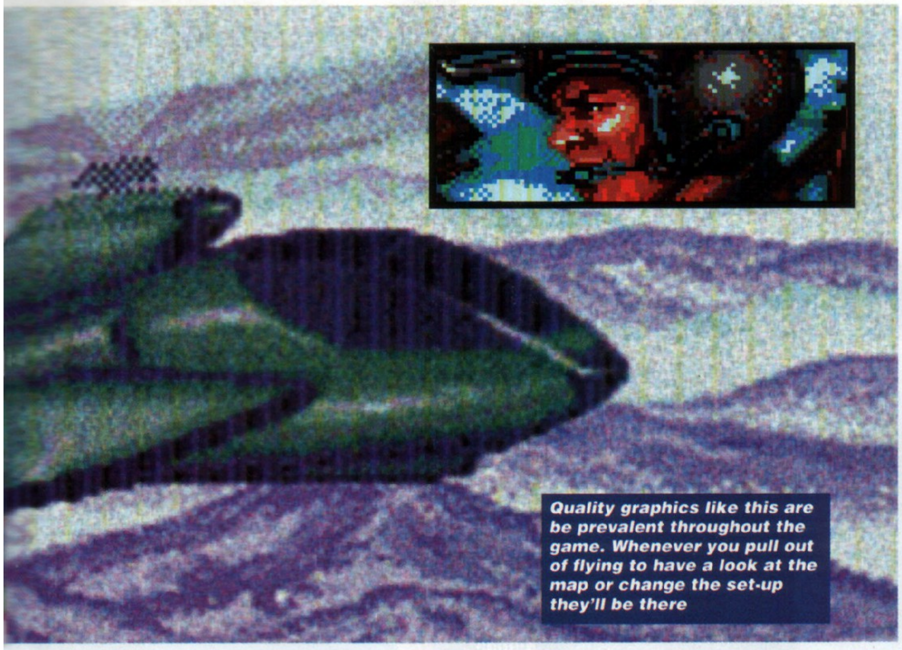


Swooping low over a building at breathtaking speeds like this will get that Airwolf feeling flowing through your veins

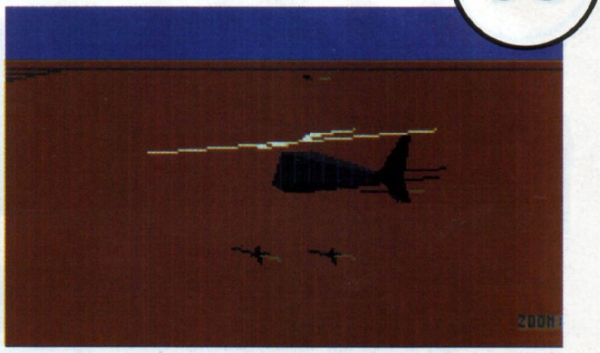
Naturally, this being a Mega Drive game, EA are aiming to make the playability action orientated; intense missions destroying as many heavily defended ground targets as possible, following the waypoints and staying as low as is safe.

To add to the action feel of the game there will also be a time acceleration option, so a long distance waypoint needn't have you falling asleep in the pilot's seat.

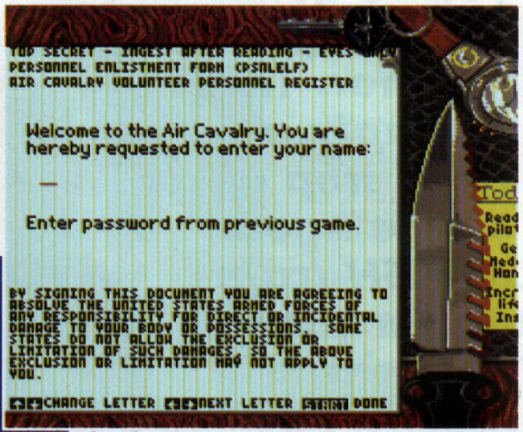
The controls themselves will have a new twist to them. If the player has only one control pad then combinations of things like Up, Right, A and Start will be used to access some functions, but someone with two control pads will be able to use the right-hand pad for certain moves.



Quality graphics like this are be prevalent throughout the game. Whenever you pull out of flying to have a look at the map or change the set-up they'll be there



These simplified graphics are only here for test purposes. But even with a low level of detail the flexibility of the external view system can produce dramatic shots like this



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TOP SECRET - INGEST AFTER READING - EYES ONLY
PERSONNEL ENLISTMENT FORM (PSNLELF)
AIR CAVALRY VOLUNTEER PERSONNEL REGISTER

Welcome to the Air Cavalry. You are
hereby requested to enter your name:

—

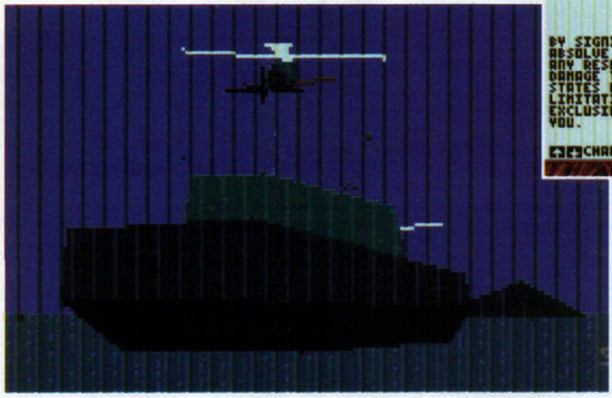
Enter password from previous game.

BY SIGNING THIS DOCUMENT YOU ARE AGREEING TO
ABSOLVE THE UNITED STATES ARMED FORCES OF
ANY RESPONSIBILITY FOR DIRECT OR INCIDENTAL
DAMAGE TO YOUR BODY OR POSSESSIONS.  SOME
STATES DO NOT ALLOW THE EXCLUSION OR
LIMITATION OF SUCH DAMAGES, SO THE ABOVE
EXCLUSION OR LIMITATION MAY NOT APPLY TO
YOU.

CHANGE LETTER  NEXT LETTER  START DONE
```

Starting the game for the first time you have to enter your name. As missions are completed passwords are revealed to allow your pilot's career to carry on from where it left off

ACK
R



Night missions can give an advantage over unprepared targets, like camels. Modern machines however, are equipped with infrared sights. Just be careful not to hit the ground

Graphically, because of the limitation of the maths processing that is essential to vector graphics, more attention is being paid to the detail of the ground objects than that of the aircraft you will be flying.

Speed is of the essence and occassional visual compromises have to be made. This won't result in changes which are as dramatic as the screen shots may suggest, those simplistic graphics are merely for test purposes.

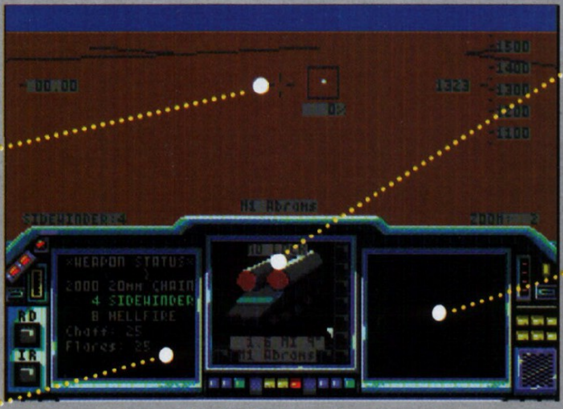
EA hope to get more polygons, and therefore more detail, into the helicopter design along with some shading. The primary objective is speed though, it is no use having a great looking game that is painfully sluggish.

Hopefully though it will be another ground breaker on the Mega Drive for EA, we will have to wait until late autumn to find out though.

JOOLS

WHAT'S THIS BUTTON DO...?

The cockpit will be familiar to any regular player of flight sims. It takes the generic three multi-functional screens and puts them to the following uses:



The HUD (head up display) gives vital information on height, airspeed and weapon and target info

The central screen gives a visual representation of the target. It can also display navigational information at any time in flight

Radar is the primary function of this screen, but there are plans to introduce a tactical map as well

Here you will read textual information on weapon status, defence systems and damage

THE AQU

STARRING JAMES POND AND TH

Talk about a long title eh? Good grief! Apparently this isn't James Pond III after all – you've got to wait longer for that. This is simply a brief stop off as the agents of FISH train up for future missions...

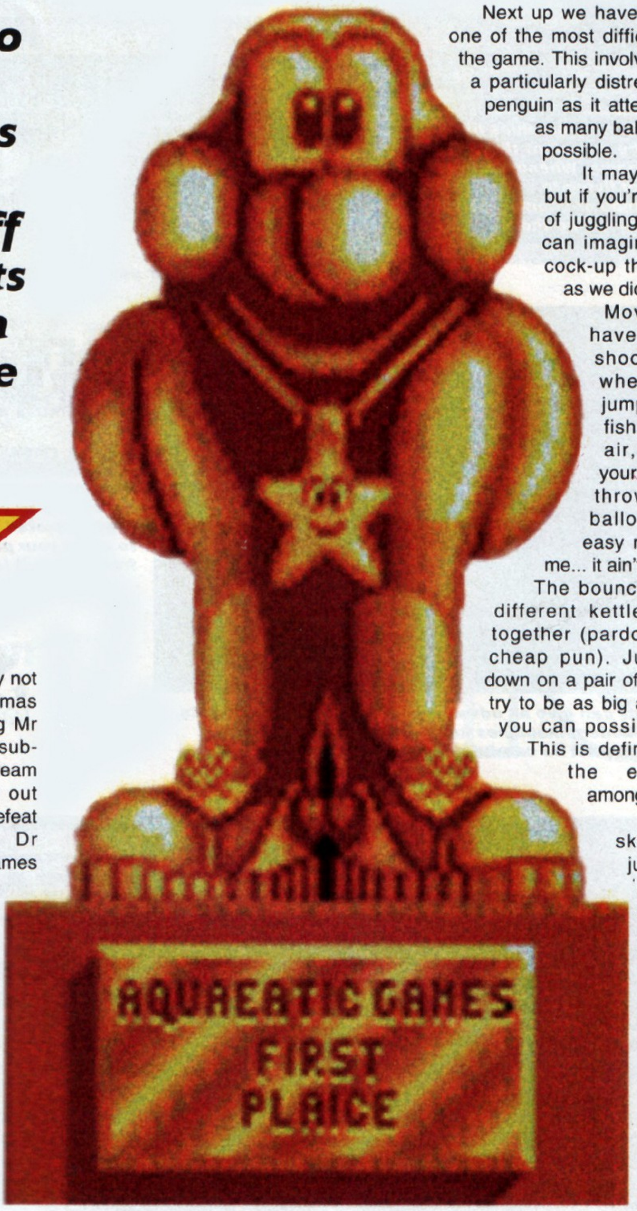
PREVIEW

As you may, or may not know, by Christmas this year young Mr Pond and his sub-aqua backup team are shipping out to Mars to defeat the evil Dr Maybe in 'James Pond III – Splash Gordon'.

Now as you can no doubt guess, such a mission requires quite a hefty training schedule, and as a result James and the gang have decided to make their training more of a competitive thing.

MORE SIR?

Those of you who've played either of the previous James Pond games will no doubt be aware that there is a certain level of humour that emerges from time to time. Rest assured, things have not changed and if anything, Chris Sorrell and Steve Bak, the lunatics behind this preposterous saga have excelled themselves. This time in terms of visual stupidity!



The events begin with the 100m splash, the joypad waggling equivalent of the sprint in Olympic Gold. You control James as he makes a dash for it across a lake, in hot pursuit of a rather athletic looking frog!

Next up we have the juggling, one of the most difficult events in the game. This involves controlling a particularly distressed looking penguin as it attempts to keep as many balls in the air as possible.

It may sound easy, but if you're not capable of juggling in real life, I can imagine that you'll cock-up the timing just as we did!

Moving on, we have a shell shooting event where you must jump on a shell-fish, flip it in the air, catch it in your hat and then throw it at a balloon. Sounds easy right? Believe me... it ain't.

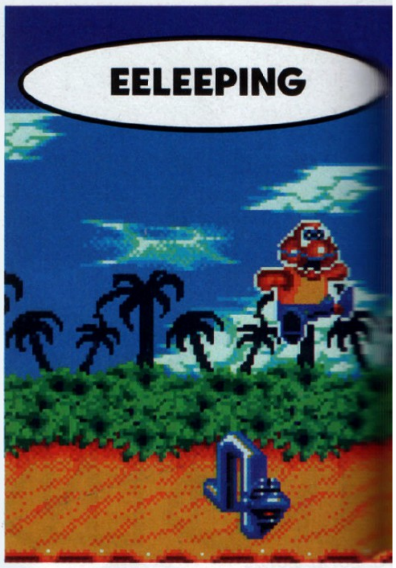
The bouncy castle is a different kettle of fish all together (pardon the rather cheap pun). Jump up and down on a pair of sponges and try to be as big a show-off as you can possibly manage. This is definitely one for the exhibitionists amongst you.

Hopping, skipping and jumping is the next event and for this one our pal the frog is back to show just how stupid an amphibian can look with a skipping rope. How silly!?

Completing this leads to the leap frog event. Any guesses what that is all about eh?

Next of the joypad wagglers is the Eeleeping. This a hurdles event where you must jump over... Yep, you guessed it, electric eels. Colliding with a hurdle here will result in more than a bruised knee though!

Reach this point and the end is in sight. Zipping up and down an obstacle course on a unicycle is without a doubt an event which bears a striking resemblance to the Pathetic Shark from Viz. More of the Bak/Sorrell humour slipping in here methinks.



Failing to jump over the eels can be more than a little hazardous for James' health. Doing this too often will prevent him from qualifying

FOREVER BLOWING BUBBLES

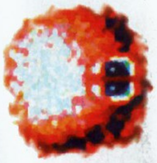
The penultimate event is simply know as 'feeding time'. A particularly straightforward event this, just grab bubble gum balls out of a machine and drop them down to the fish in the water below.

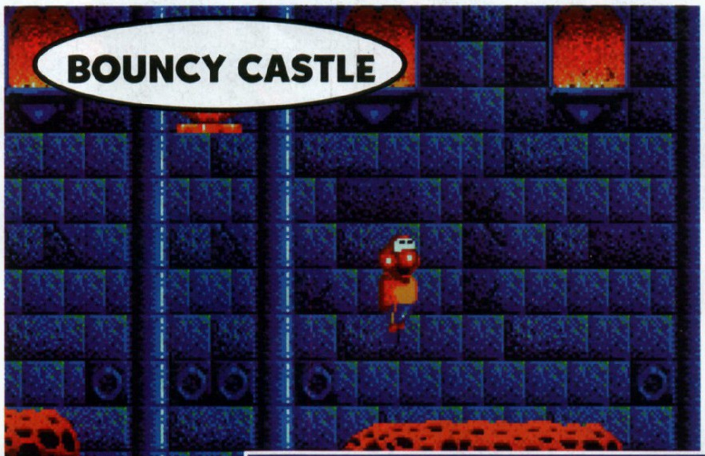
Quite why the fish want to chew on bubble gum, I really don't don't know. Thinking about it though, I'm not entirely sure why a fish would ever want to be a secret agent either.

CONTINUED

ATIC GAMES

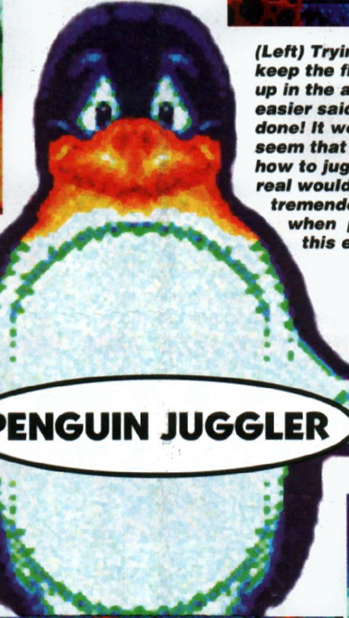
E AQUABATS



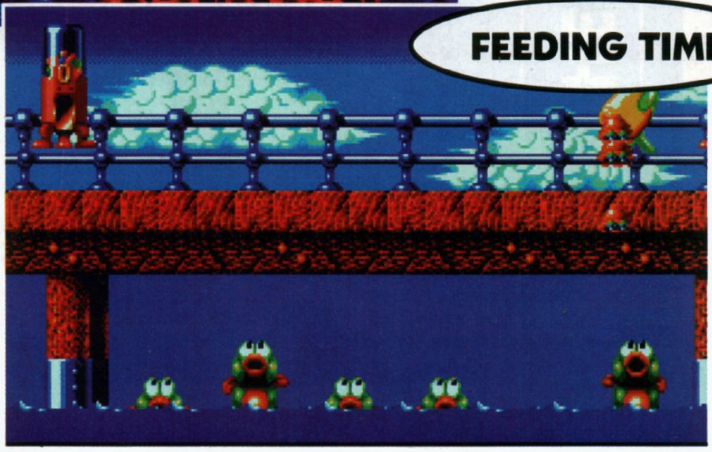


(Left) The flashiest moves gain the highest points. Simply bounce on the sponges in order to get higher and higher in the air

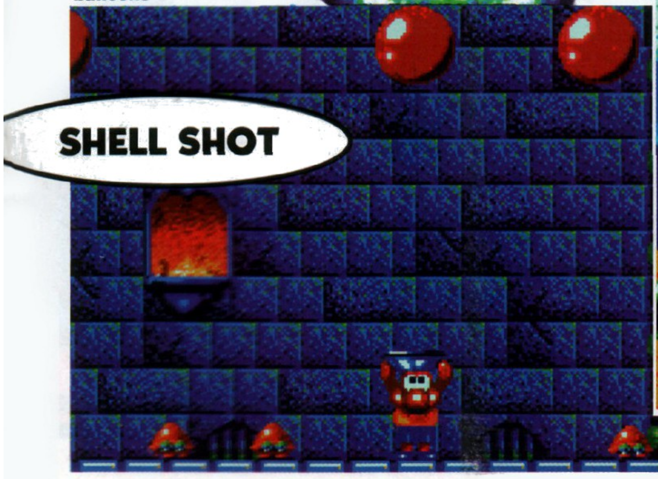
(Below) Bubble gum machines are placed at either side of the pier. Then all our fishy pal has to do is make sure that the fish in the water don't go hungry

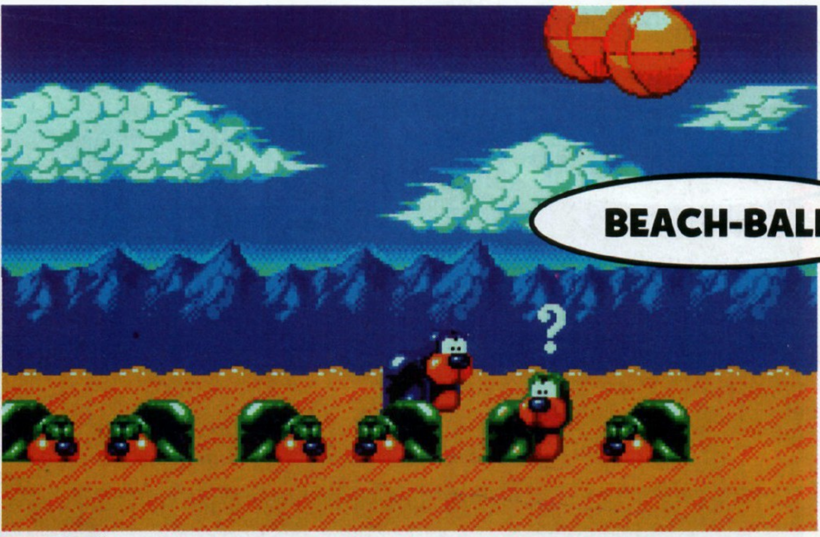


(Left) Trying to keep the fluff balls up in the air is easier said than done! It would seem that knowing how to juggle for real would be a tremendous help when playing this event



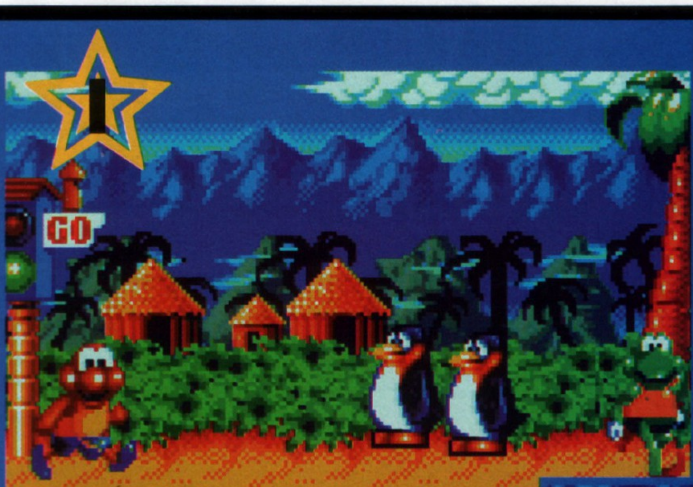
(Below) Stomp on the shells, make 'em fly into the air and catch 'em in your hat. Then throw them at the balloons



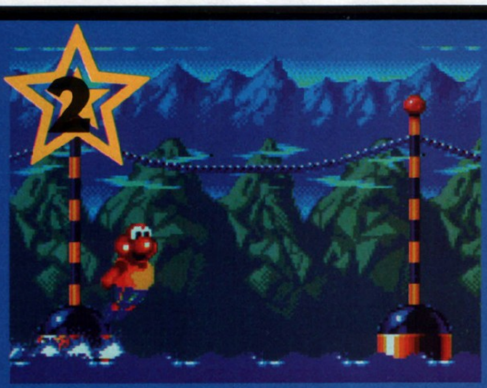


Ahhh, aren't they cute? Some rotten sod is lobbing beach-balls at this crowd. All you have to do is leap up and push them away. Points are gained for the most seals left after an alloted time

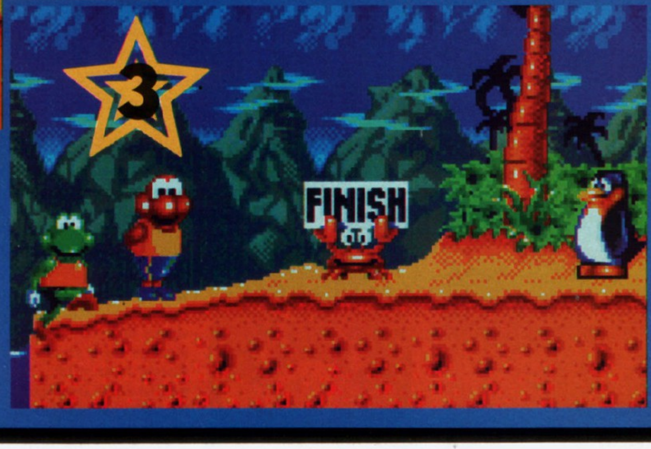
THE 100 METRE SPLASH



(Above) James must zoom away in this joypad mangling race in order to beat his froggy pal to the finishing post. Tactics for this event are very similar to Olympic Gold – just keep pressing the A and C buttons as fast as possible! Definitely one for those out there with lightning fingers



The central section of the course is full of water. James must keep his speed up in order to prevent himself from sinking



(Right) The finishing post for the 100 metres is just on the other side of the watery section. Having kept his head above the water throughout the race, James must make one last dash for it in order to beat his froggy adversary!

CONTINUED

Finally we come to the beach-ball event that has you controlling a rather sleepy looking seal as he tries to stop his friends from being woken up by a collection of demented bouncing balls. Just head-butt these out of the way to save your dozing pals.

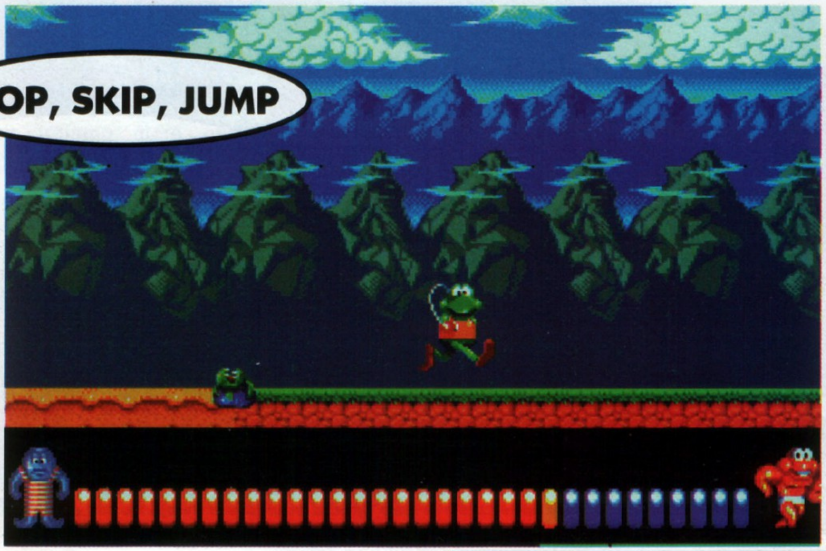
Despite some of the events being rather difficult EA insists that this is actually aimed at 10 to 14 year-olds (and of course those of us with a mental age of 12). Content-wise, I'm sure that it will appeal, but in its present state, which is about three-quarters finished, it's a tad hard. Hopefully though this will be rectified by the programmers over the next few weeks.

As you can see the graphics are extremely well drawn and very colourful indeed, and they weren't quite finished in the preview copy we managed to get a look at. Yet again the Millennium team have excelled in the presentation department proving that the Mega Drive is capable of much more than we are led to believe.

Overall it looks as though we can look forward to seeing an incredibly silly sports game hitting the shelves in September priced at £34.99.

JOHN

HOP, SKIP, JUMP



(Left) Your chance to make a frog look totally loony as it runs along, hops, whips out a rope and skips, before jumping into the sandpit!

The penguins are always on hand to judge the efforts of our fishy friend. Clipboards at the ready they make sure there is no foul play

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Celtic Vs Lakers and EA Hockey are hailed as the ultimate games in their categories. Now EA are trying to improve on perfection by updating these titles. Jason sets out to discover what they are up to...

NHLPA '92

It's a goal mouth scramble! As with EA Hockey NHLPA captures all the excitement of the brutally fast game. Watch in awe as your team body-checks, slap shots and flips their way to the top of the league. There is even blood left on the ice when you mash someone

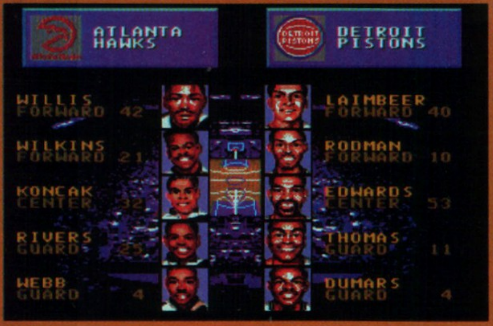
1ST 8:38
EASN

NHLPA '92 AND

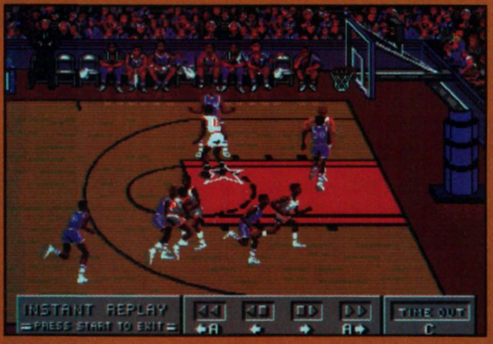
BULLS VS LAKERS

PREVIEW

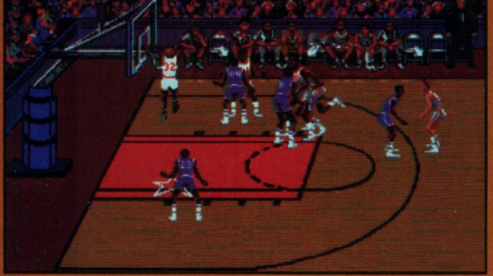
You may be able to recognise your favourite player by his characteristic signature move during the game. It's just like playing the real thing



Using the replay option you can relive the charge into the opposition half, or the one in a million shot that won the game with just seconds on the clock



Basketball experts may be able to recognise Sir Charles in this shot. Using his signature move to full effect he leaps into the air, hangs onto the hoop and then proceeds to slam the ball in to score



The Electronic Arts Sports Network is rapidly becoming known as the best sports sims label. As well as well as working on games with completely new user-interfaces, EA are busy improving Celtic Vs Lakers and EA Hockey for the '92/'93 season.

BIG BROTHER

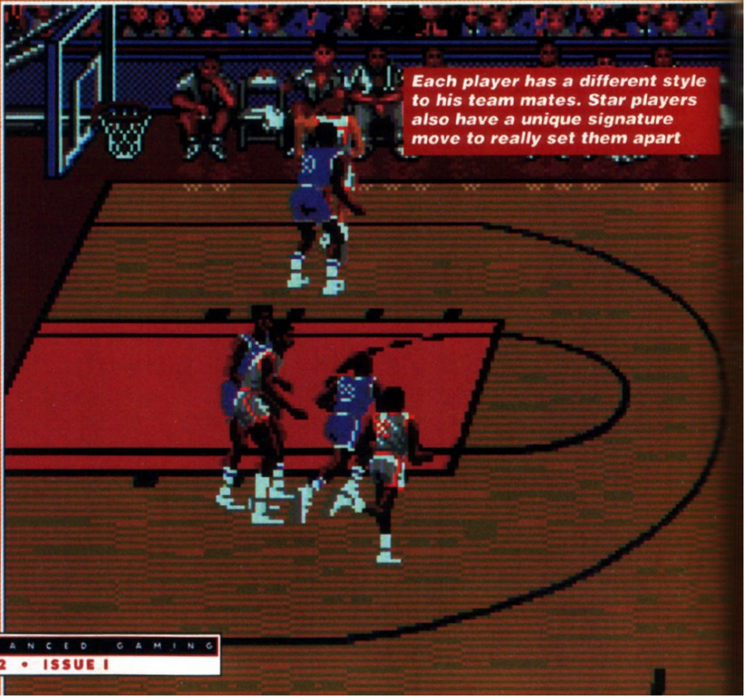
Both of the games are being written under the same development policy: producing an update rather than a sequel or replacement. While changes are being made to the graphics, sonics and other cosmetic areas the basic game engine will remain almost identical to the original.

EA claim to have winning games already and see no need to alter the formula when it already works well. So aside from a few tweeks here and there little will change on the gameplay front, why the new games then?

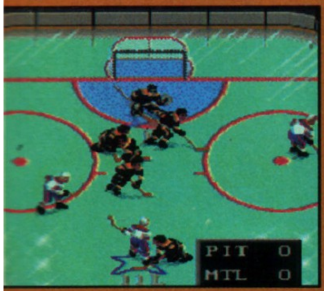
Several alterations are being made to the data about the teams, leagues and players. All the new line-ups being compiled will allow players to use 1992 teams, as well several predicted rosters for 1993.

In NHLPA (National Hockey League Players' Association) alone the result will include over 5,000 statistics and ratings. On top of that players will also be able to compile their own teams.

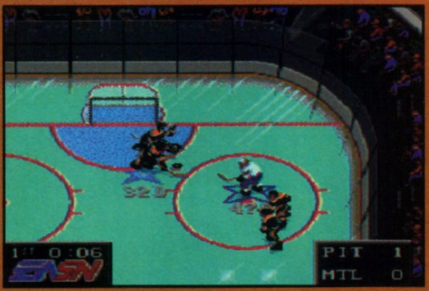
The players themselves will also be unique, especially in Bulls Vs Lakers and the NBA



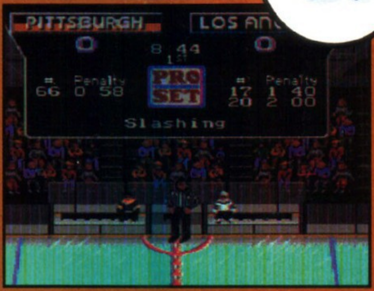
Each player has a different style to his team mates. Star players also have a unique signature move to really set them apart



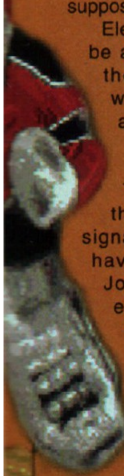
No one said that ice hockey was fair. Four onto one doesn't give much chance of success, but that's the way the cookie crumbles. If you are controlling a star player with hard body-check as his signature move you may just survive



Behave too roughly and a ref will deliver a warning. Persistent offenders will be sent to the sin bin. This time the trouble was slashing, just think of the nasty yellow stain left on the ice



BULLS vs LAKERS



Playoffs. In this baseball simulation each competitor will be individually rated and be given a different sprite that looks just like the player it supposed to represent.

Electronic Arts expect experts to be able to recognise members of their favourite teams just by watching the characters run around on the screen.

BIG BOYS

The major alteration comes in the form of, as EA call them, signature moves. Each team will have one or two star players, Jordan and Bird are good examples, who will have a special ability that sets them apart from their team mates.

These moves are designed to highlight the player's personal style and characteristics, taking the game yet another step along the road to complete realism. Bulls Vs Lakers will see Malone muscle in and Sir Charles hanging, while Gretzky and Lemieux will slap shot and body-check their way through the NHLPA.

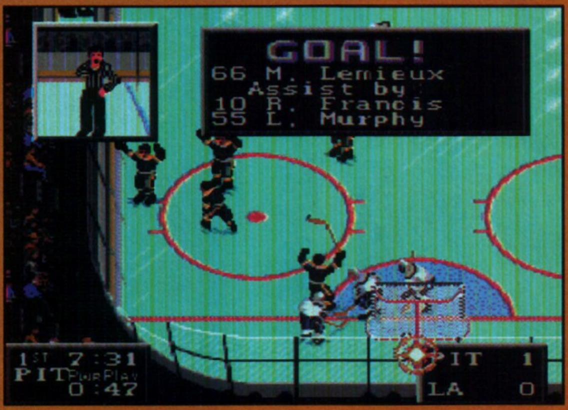
The final games will be an evolution of their predecessors and Electronic Arts don't expect every person who owns the originals to rush out and buy the new editions – although they would be quite happy if it did happen.

What they do hope will occur is that everyone looking for a sports game will choose something from the EASN simply because their games are head and shoulders above the rest.

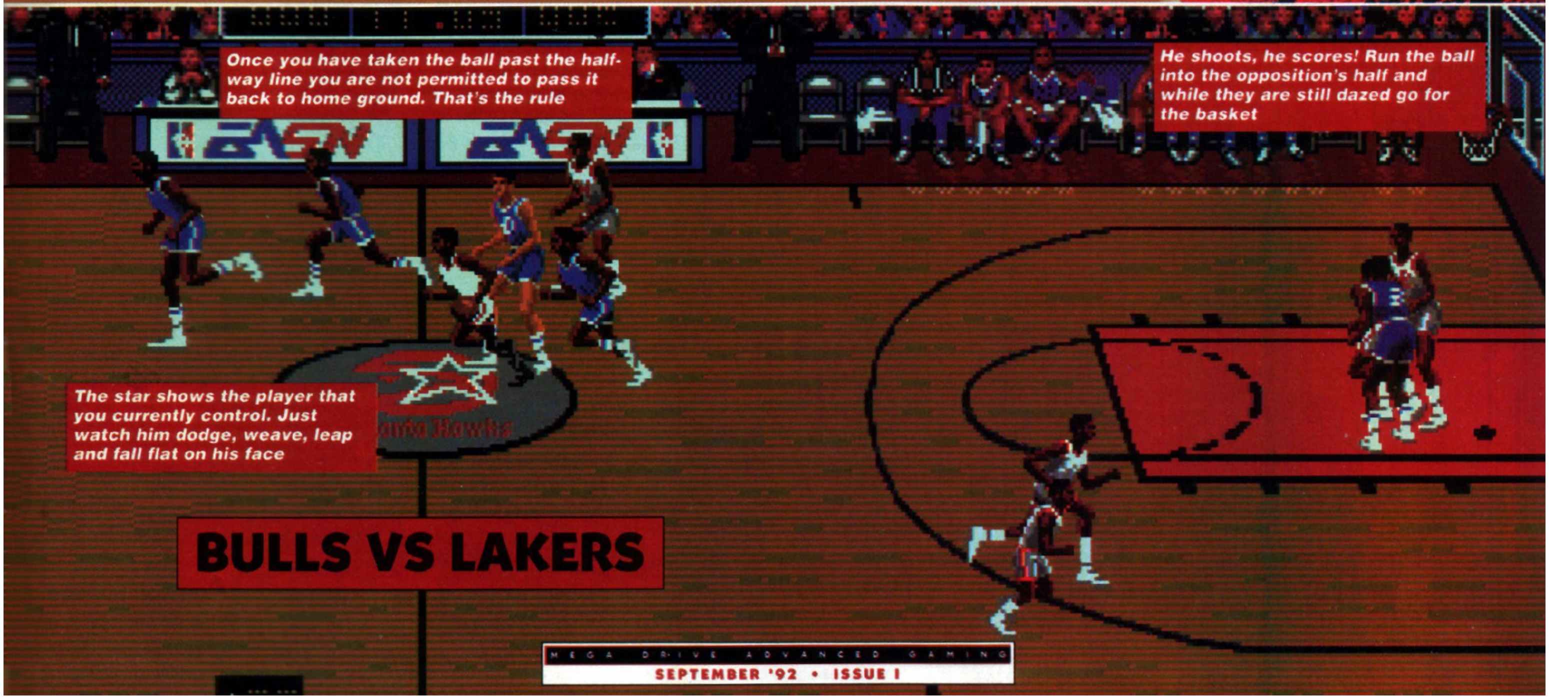
Electronic Arts are not out to achieve world domination, but rather complete excellence by updating their products.

JASON

After skating left, right, ducking and diving Mario (booool!) Lemieux scores. His super slap shot rockets the puck into the back of the net at speeds only attainable by star players



GOAL!
66 M. Lemieux
Assist by
10 R. Francis
55 L. Murphy



Once you have taken the ball past the half-way line you are not permitted to pass it back to home ground. That's the rule

He shoots, he scores! Run the ball into the opposition's half and while they are still dazed go for the basket

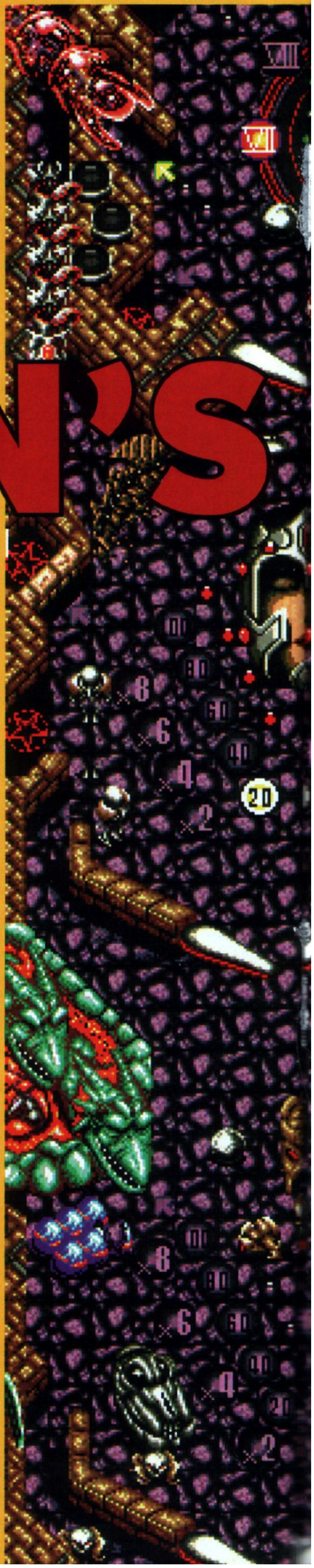
The star shows the player that you currently control. Just watch him dodge, weave, leap and fall flat on his face

BULLS VS LAKERS

Pinball, that symbol of a misspent youth. Pinball, the game that a blind man played like a wizard, actually it was Roger Daltrey, who can see, so it was a fraud. Pinball, ah, Pinball.

DRAGON'S FURY

REVIEW



Two Pinball games will be arriving on the Mega Drive within the next two months. Electronic Arts have Twisted Flipper, previewed elsewhere in this issue and Domark have the rather exciting Dragon's Fury.

Domark have happened across this promising pinball game by a rather circuitous route. It first appeared on the PC Engine, as Devil Crash, some two years ago courtesy of Naxat. Then Tengen, Atari's US coin-op affiliate, picked up the rights to other versions in the world outside Japan. Tengen though do all their European games through Domark, hence Domark having the rights to the Mega Drive version.

Known over here as Dragon's Fury, to save confusion with Jap versions. It promises to do for pinball on the Mega Drive what Kentucky Fried Chicken has done for career of Roger de Coursey and Nookie Bear. In short quite a lot.

I have to hold up my hands and plead a certain amount of favourable bias here. I played the PC Engine version late into the night on many occasions because it was one of the most playable games I had come across. Thankfully, the Mega Drive version hasn't suffered from the conversion.

ENHANCED REALITY

The table is highly complex, being of a style more gothic than the Sisters of Mercy, more mystical than Stonehenge and more fun than jelly and ice cream. I guess the original designers reckoned one intricate table full of surprises was far better than three or four average ones.

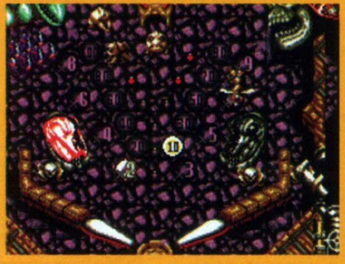
Anyway what's there to complain about? When was the last time you came across a pinball machine that changed design every time a million points were scored?

The design doesn't limit play to the constraints of what would be possible on a real table. All the appropriate ball dynamics and three familiar sets of flippers are there, but beyond that little of the gameplay would be physically possible.

On the table the majority of obstacles take on the shape of soldiers, ghosts and little goblins, wandering around in vaguely circular motions. These characters explode on contact with your ball that flies off at a tangent. It can get tricky.

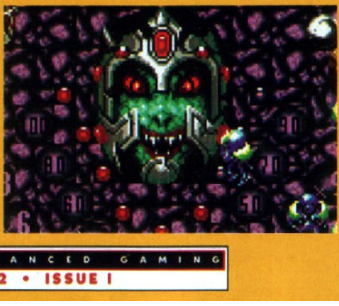
One other aspect it shares with a real life table is the sink-hole. These are located around the sides and give access to the bonuses. It is here that the similarity with reality stops because the bonus stages involve flinging the ball at anything from a floating skull, to a six headed dragon.

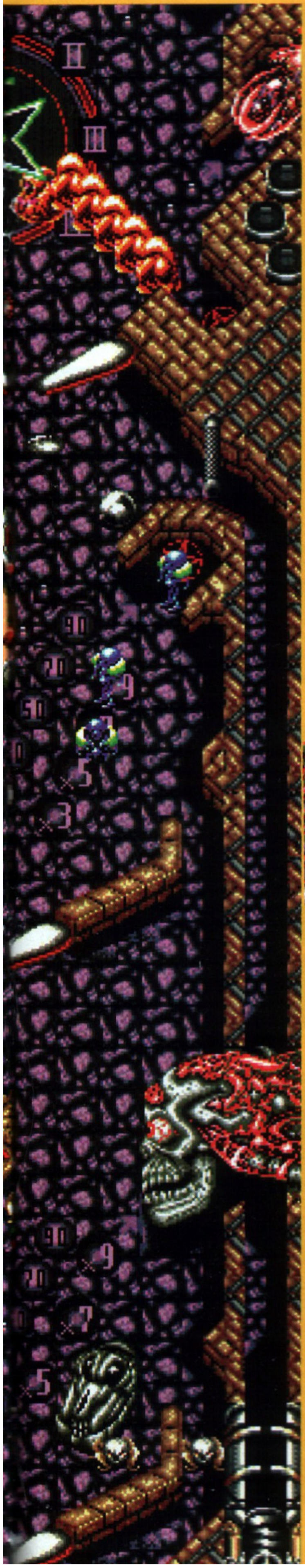
The six bonus stages, or 12 allowing for the fact that all of these stages reappear with two sets of

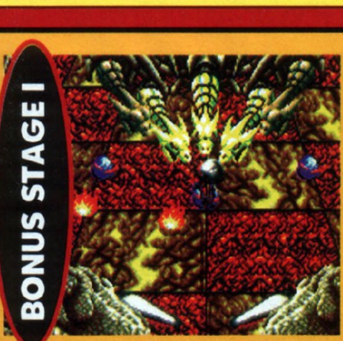


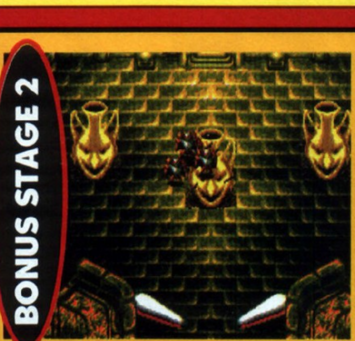
Hit the heads often enough they go red, burst and send a swarm of flies to buzz all around the table

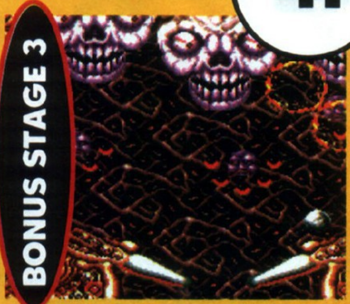
Each time you whack the ball into any of these three sink-holes when they aren't highlighted , the girl's face will gradually decay to this

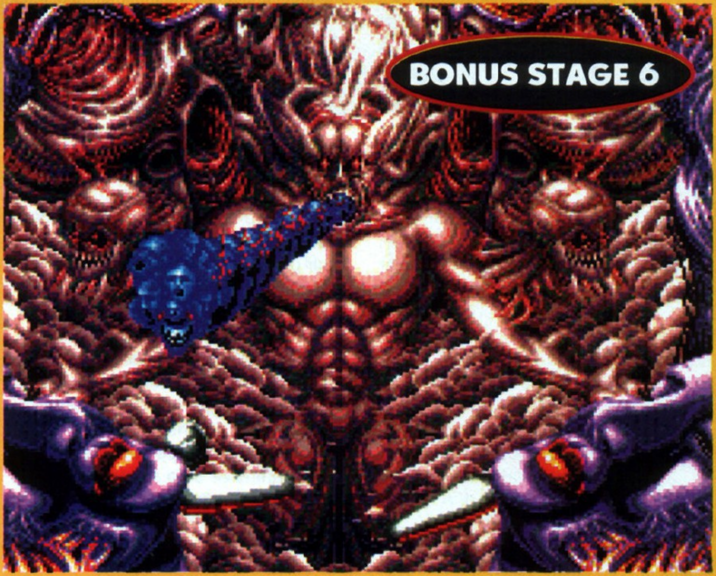


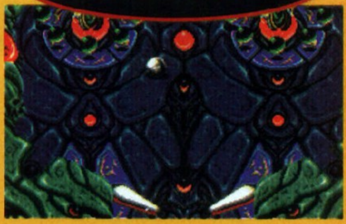


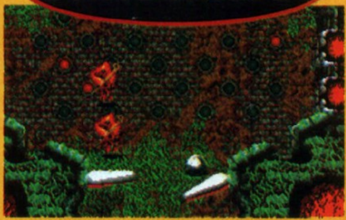

BONUS STAGE 1


BONUS STAGE 2


BONUS STAGE 3


BONUS STAGE 6

BONUS STAGE 4


BONUS STAGE 5


flippers instead of one, are the most difficult part of the game. What they all have in common is their basic design. The player is faced with a group of spinning, wandering or oscillating creatures and objects, which must be destroyed by flipping the ball in a proud and happy manner towards them. Because they are moving the angle at which the ball will bounce off is unpredictable, hence the difficulty.

Fail and it's back to the main table, succeed however, and your score will bump up nicely and there will also be a whopping Perfect Bonus. That is something that won't have to be achieved again.

FRANTIC ACTION

Graphically the table oozes atmosphere, the Gigeresque head that laughs as the ball falls through the flippers is quite grotesque.

The whole table, some three screens high, scrolls very smoothly which really enhances play. The bonus stages look very special, particularly the highly artistic stage six. It'd be hard to beat this piece of artwork with anything but the best that the Amiga has to offer.

It isn't without little niggling flaws though. At the top end of the table when a ball drops down one particular sink-hole that isn't activated, it is immediately flung out only to drop straight into the one opposite. This can continue back and forth for ages.

Also more could have been done with sound as well. What there is does more than an adequate job, but there just aren't enough of the quality samples.

The game is very addictive with new ways of scoring being constantly found and other new kinks or permutations to the game appearing. How it manages to keep this feat up is quite remarkable. You'll keep coming back just to try and beat the thing.

JOOLS

MEGA PANEL

SCORES OUT OF 10

BAT AND BALL

DRAGON'S FURY

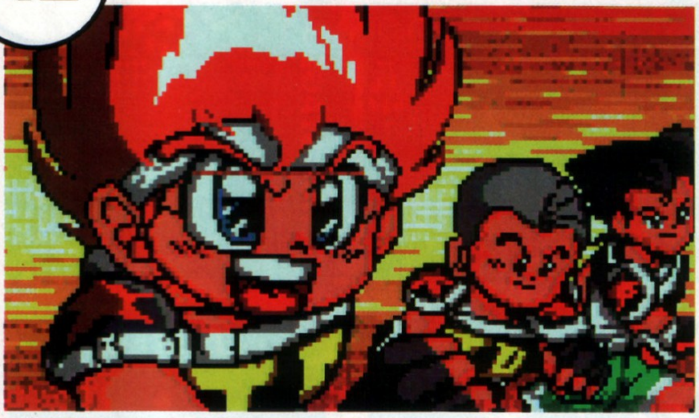
ONE PLAYER

OVERALL SCORE

87%

GRAPHICS	8
SOUND	8
PLAYABILITY	9
DURABILITY	8

UPPERS	DOWNERS
So much to discover you'll keep on playing Edge of the seat gameplay	Table design a little off the mark, but not much



The biggest problem that many of us encounter with Jap imported games is that the more complex ones are impossible to suss. Bearing this in mind we thought it'd be a good idea to explain the rules behind this latest game from the Orient.

REVIEW

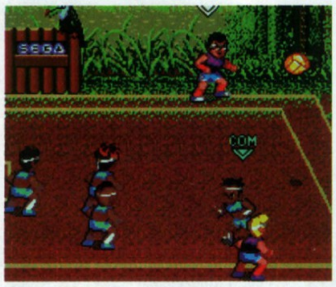
Those of you who haven't the foggiest idea what dodgeball is, I shall attempt to outline the rules. Basically you have seven players a side who are divided into offensive and defensive groups. The object is to wipe out all of the opposition's defence by lobbing a ball at them. Not a particularly complicated concept, but it can get a trifle puzzling when given the Japanese console game treatment!

You begin the game with a choice of whether you wish to play against another human or the computer. Either way you are then given another choice as to whether the game you play is part of a tournament or a one-off match. Games can be played with one of two different sets of rules whereby you either play within a set time-limit of three, five or eight minutes, or until all of the opposition is banished to the sidelines.

An extra game is also supplied in these initial options, and this allows you to dictate the progress of the Flaming Dodgeball Kid, a veritable dodgeball hero (cue squealing beauties). Here the game is no different from the one player standard game, apart from the fact that one of your players has a wacky hair-do!

FLAMING 'ELL GUV

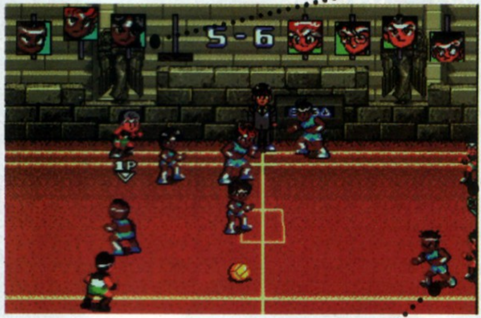
The pitch is divided into two halves, each comprises of a central defensive area and an outer offensive boundary. Each team begins with four players in the centre of one half and three in the boundary of the opposite half. Thus each defensive side is surrounded by the opposition (see the screenshots if you don't follow).



The ball can be passed around the attackers until you feel that a player stands a good chance of hitting an opponent. Keep the ball moving to keep 'em on their toes!

THE FLA
DODGEBA

GET BACK!

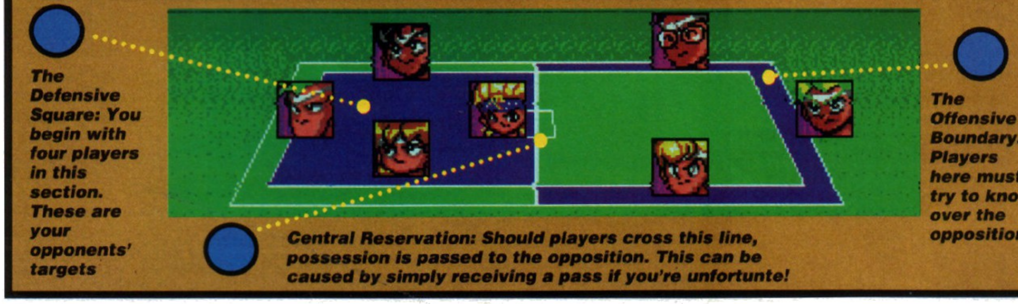


These sliding bars show how close a player is to being taken off defence

The ball's fired at the players in the opposiite half of the pitch from the opposition's defensive team

Once the bar is 'off the bottom' the player is sent to the opposite side of the pitch to become an attacker

THE PITCH EXPLAINED



The Defensive Square: You begin with four players in this section. These are your opponents' targets

The Offensive Boundary. Players here must try to knock over the opposition

Central Reservation: Should players cross this line, possession is passed to the opposition. This can be caused by simply receiving a pass if you're unfortunte!

The game begins as the ball is thrown into play and the teams battle for possession. Once this has been decided, the action really begins! If the ball lands within the defensive zone then one of the players is given the opportunity to pass it to one of his team mates or attempt a shot at the opposition.

When doing this he can either try a straightforward shot or go for a special move. To activate one of these the player must jump and then press both buttons B and C together very quickly to produce one of three different effects. Shots can take on the form of either a ball of flame, a sharpened axe, a lump of rock or even a boomerang where the targeted opponent is hit in the back of the head!

Should the ball fall into the offensive area of play the team members here also have a number of options. Firstly they can pass the ball about to find the best location, secondly they can go for a shot or they can activate a special move (what again!).

The offensive move can only be activated three times and what it produces is a high speed passing routine between all the

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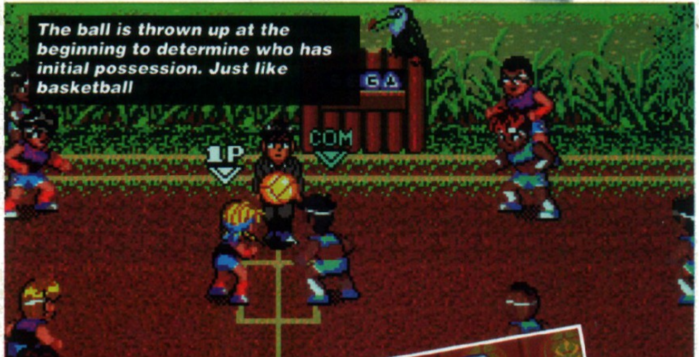
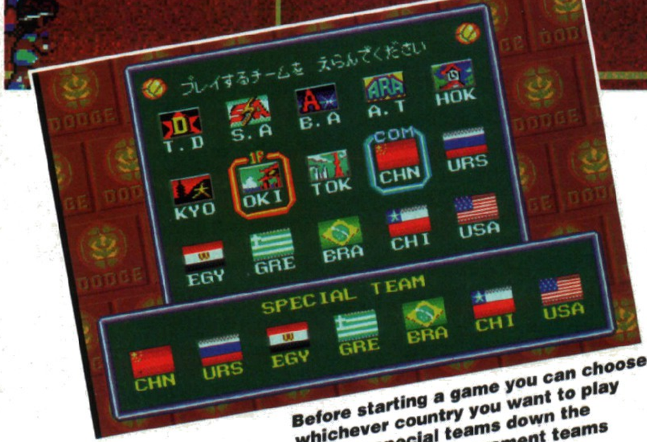


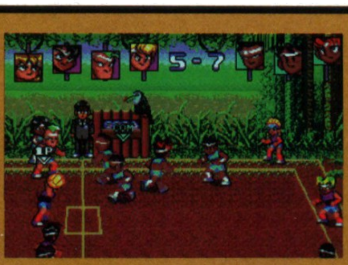
The ball is thrown up at the beginning to determine who has initial possession. Just like basketball



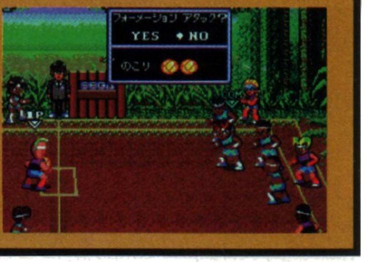
Before starting a game you can choose whichever country you want to play for. The special teams down the bottom are the tournament teams

MING
ALL KID

SPECIALLY OFFENSIVE

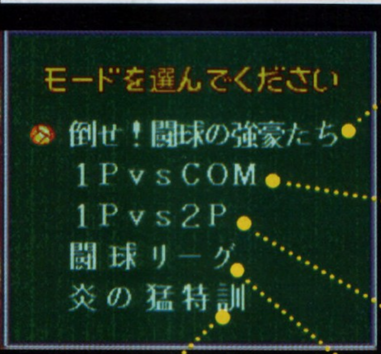


All of the players surround the opposition and pass the ball around very quickly. You can stop this process by simply initiating a shot



The offensive move is called up by pressing start when you are in possession. You only get three chances to use this move so be careful

THIS IS GOBBLEDEGOOK CITY



モードを選んでください
倒せ！闘球の強豪たち
1PvsCOM
1Pvs2P
闘球リーグ
炎の猛特訓

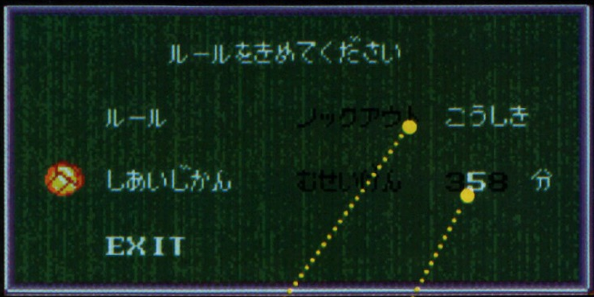
Play the part of the Flaming Dodgeball Kid as he works through the opposing teams

One player versus the computer. Obvious innit?

C'mon, you're not that stupid

The tournament option places you in a league which you must work up through

The training mode places you one-to-one against the best of the rest

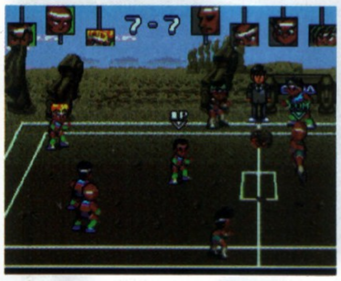


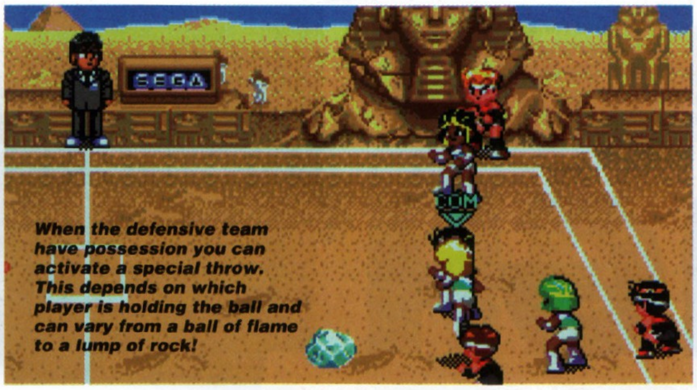
ルールをきめてください
ルール　ノックアウト　こうしき
しあいじかん　むせいげん　358　分
EXIT

This option places you in the 'knock down' mode where a game is complete when all players are down. It's all over when there are no more defenders on the pitch

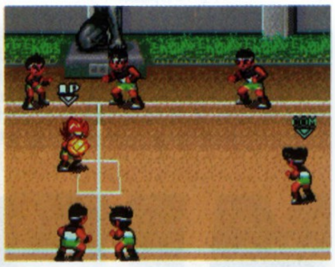
This one lets you choose a time limit for the game. Three, five or eight minutes are on offer. Take your pick

This one's just thrown in to show you the variety in the graphics. One minute you can be in a field with a cow, the next you're on Easter island





When the defensive team have possession you can activate a special throw. This depends on which player is holding the ball and can vary from a ball of flame to a lump of rock!



From the options screen you can move to a training session where you go one-to-one with the Flaming Kid's arch-rival. Lob the ball backwards and forwards until someone falls over

CONTINUED

players. The object of this is basically to confuse the other players so that a shot has a higher chance of scoring its mark.

When a player is hit (either once in a timed game or numerous in a 'hits' game) he is taken off the pitch and moved to the attacking boundary on the opposite side. This means that the number of defenders goes down until none are left. When this has occurred the game is won. Dead simple eh?

As you have probably gathered, once you know exactly what is going on the game is really quite playable. After spending a good few hours playing around with the various gobbledegook filled option screens I found that although initially fairly unclear, this game is really quite superb.

With the inclusion of a battery backed league system and numerous locations and graphics to keep you happy I'd say that this is one of the more successful 'unusual sport' sims to arrive on the Mega Drive.

The presentation is absolutely superb. Each team is represented by different sprites, and each has their own appropriate home-ground graphic.

I have to say that if you're prepared to put up with the Japanese filled options, this is really superb. It's great as both a one and two player game and has enough depth of gameplay to keep you interested for longer than the first few games.

JOHN

MEGA PANEL

SCORES OUT OF 10

SPORTS

THE FLAMING DODGEBALL KID

ONE/TWO PLAYER

OVERALL SCORE

82%

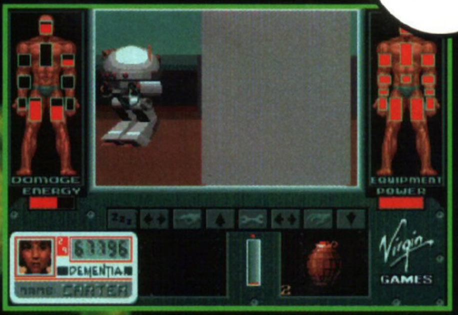
GRAPHICS	8
SOUND	6
PLAYABILITY	8
DURABILITY	8

UPPERS

- Great graphics
- Battery backed cart
- Plenty to keep you busy
- Loads of options

DOWNERS

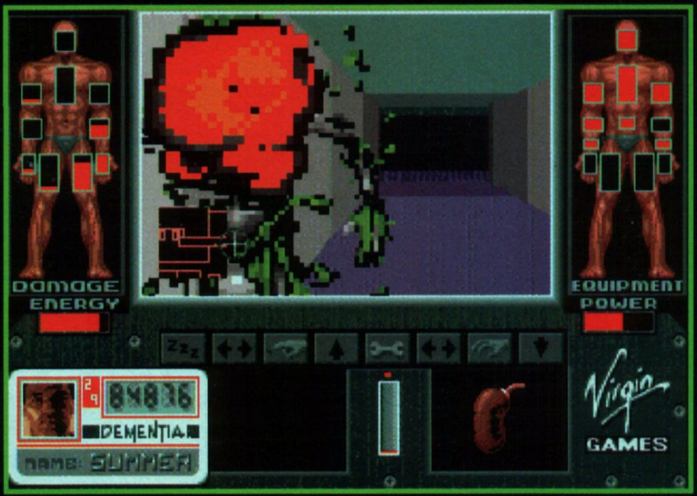
- It's all in Japanese
- Some options are elusive
- Sound is a bit poor



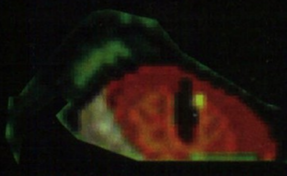
One of the more mundane enemies that you'll encounter. Two shots from your gun will soon see him off

CORPORATION

Cyberpunk paranoia hits the Mega Drive, genetic mutants, massive conglomerates and hi-tech weaponry. It's all here from Virgin.



One of the rippers disintegrates showing his steel skeleton.



REVIEW

Corporation uses 3D vector graphics to represent the 16 floors of the UCC complex, which gives the player absolute freedom when it comes to wandering about.

One school of thought has it that all this freedom which the game gives is too much compared to what the joypad provides. This means you wander into walls, miss doors and so on.

Another school however, and this is the one I subscribe to, has it that this style of gameplay is far more realistic, despite the occasional problem with getting at the right angle to go through doors. Where else can you zigzag away from a monster? Not in Dungeon Master I can tell you.

Now call me old fashioned, but being the largest producer of robots and cybernetics in the world and allowing your highly illegal genetic mutants, known as rippers, to wander around killing people – outside the factory – smacks a little of carelessness. A little like running a kennel and allowing the dogs to crap outside in the poo-free zone: it leaves a hell of mess, people get a tad annoyed and everyone knows exactly who is responsible.

RIPPING YARNS

That is how you find yourself on the top floor of the six floor UCC building, alleged creators of the ripper, with a bagful of hi-tech wizardry, a power-suit to plug it all into, a flask of coffee and some Spam sandwiches.

All you have to do is penetrate the six upper floors, and then 10 underground levels, collect an embryo of said 'ripper' and bugger off back to your boss with definite proof that you deserve that all-important promotion.

The complex is open plan in its design, and you'll soon see how sparse it is as you step out of the elevator. Open plan should make it easier, right? More room to manoeuvre, right? Well yes, but it also gives the security droids a better chance to see you and very few places to hide from the cameras. Also the rippers are liable to take your throat out with one

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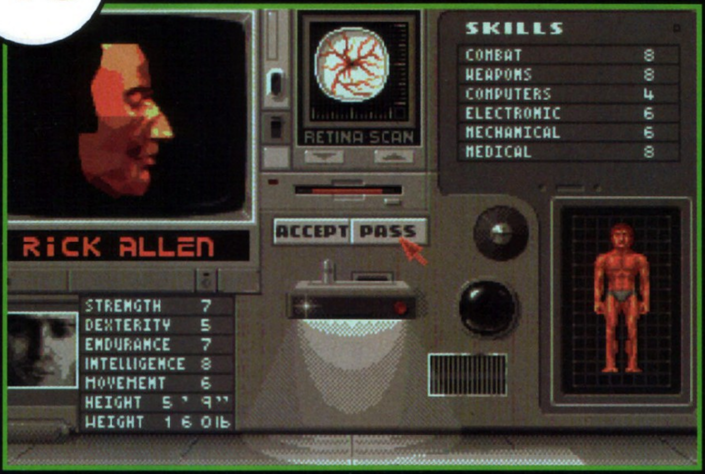
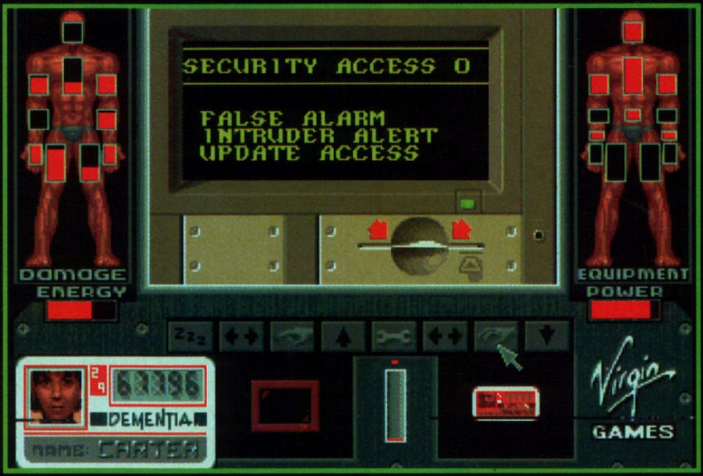

SKILLS
COMBAT 8
WEAPONS 8
COMPUTERS 4
ELECTRONIC 6
MECHANICAL 6
MEDICAL 8

RICK ALLEN

STRENGTH 7
DEXTERITY 5
ENDURANCE 7
INTELLIGENCE 8
MOVEMENT 6
HEIGHT 5 ' 9"
WEIGHT 1 6 0 lb

Who 'you' are is the first choice to make. Select from four predetermined human characters or two droids. It's up to you to decide which character's abilities will suit the game best once you're inside. Making the right decision is vital to your performance in the game


SECURITY ACCESS 0

FALSE ALARM
INTRUDER ALERT
UPDATE ACCESS

This terminal will update your security access, so you can get to other floors. False alarm will take the heat off for a bit, and security alert will make all the rippers gather in one place, unfortunately that could be right where you are standing

CONTINUED

swipe of their clawed hands.

Fortunately you came prepared. Before entering the complex you stocked up on vital equipment: a gun, supplies to sustain you, electronics and preferably a few hand-grenades just to be on the safe side. Using all these is a simple point and click process through the windows on screen below the main view area.

During normal play the four way controller moves you about, and the gun cursor automatically locks onto any target it sees. This avoids what could have been a potential gameplay disaster area – panicking as you can't quite hit that target.

PRIME DIRECTIVE

Hit start however, and it becomes the controller for the pointer that operates on what can best be described as a point-by-wire system. When the arrow is moved it automatically shifts to the next relevant button it comes across in that direction.

In each level there will normally be two objectives aside from staying alive. The primary one remains the same: update your security code so you can access the next level. The next objective is usually a little more uncertain, but will generally involve destroying some installation hidden in one of the rooms. The computer will display these as blue dots, making them easier to find. It will also mark the main security terminal in red.

Not only do you have the rippers to contend with but also the stealth maintenance spiders. These four legged mechanoids crawl along the ceiling fixing bulbs and stuff. The only problem is that some of these things might drop down onto your head and explode causing a large amount of injury. The trick with these is to shoot them when they appear. As they usually come from behind the best idea is to keep moving – this adds a whole new dimension of paranoia.

Once you get in there past the build-up and equipment buying, it isn't quite as atmospheric as it could be,

SOMETHING FOR THE WEEKEND?

Gun One
The least powerful, but the cheapest of the weapons

Jet Pack
Great if you enjoy head-butting the ceiling at 150 mph

Bomb
Very effective and can be set on a timing device

Powerpack
Essential if you want to keep operational

Gas mask
Long-term effectiveness against fumes

Drink
Builds up healing energy to help you heal quicker

First Aid
Short-term relief for those aches and pains

Course
Improves mental stats to help with clever things

Grenade
Destroys all within small radius, including yourself

Lockpick
Automatically finds combinations of any locks

Visor
Protection for the eyes and you'll see infrared traps

Armour
You'll walk slower but you won't take so much damage

Face Mask
Some protection against any noxious fumes you may come across

Bionic Arm
Improves strength, also available for legs (bionic legs that is!)

Gun Four
The most expensive, but most powerful weapon

Computer
Provides a map in the bottom corner of the screen of the level you're on

Medikit
Gives full healing but needs separate supply of chemicals

Exoskeleton
You'll be much stronger but if you run out of power you won't move

MEGA PANEL

SCORES OUT OF 10

ARCADE ADV

CORPORATION

ONE PLAYER

OVERALL SCORE

75%

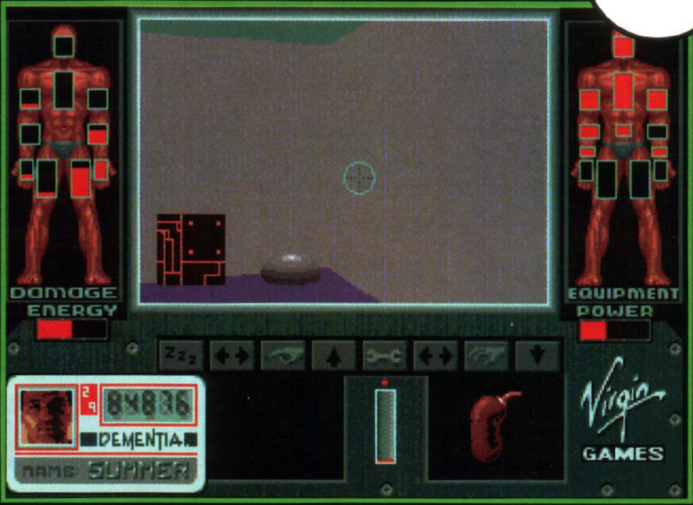
GRAPHICS	9
SOUND	8
PLAYABILITY	7
DURABILITY	6

UPPERS

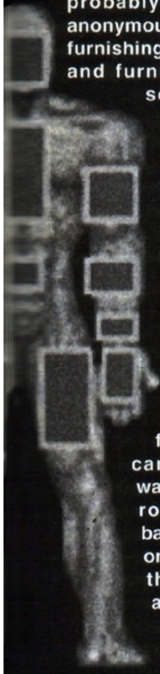
- Looks great and sounds marvellous
- Loads of hi-tech equipment to play with

DOWNERS

- Too big with not enough variety
- Long plays will only end in frustration and boredom



All objects that can be picked up are represented by these grey domes. Not until you pick it up can you determine what it might be



probably because of the anonymous grey walls and lack of furnishings. The androids, objects and furniture are sprite-based, scaled in size using sophisticated sprite manipulation routines, as are the rippers themselves, not to mention the more gruesome mutations of the underground levels.

SO DOES IT CUT IT?

Ultimately though, although beautifully implemented and superb looking, it is fundamentally boring. Man can only take so much walking about, shooting big robots and picking up batteries so that he can go on. The game is just bigger than the attention span it deserves.

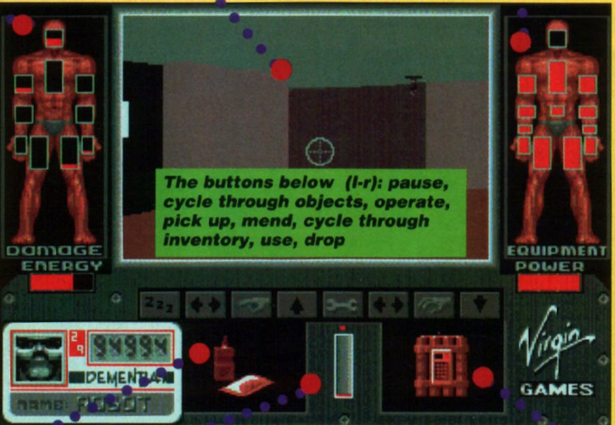
JOOLS

CORPORATE IMAGE

This shows any damage. The less red there the better. The energy bar beneath shows how much healing power you have left

This your main view screen. The cross-hair shows where the gun will fire. Push up on the joypad and you'll walk straight forwards

This represents the amount of power going to each unit in the power-suit. Total power is shown below

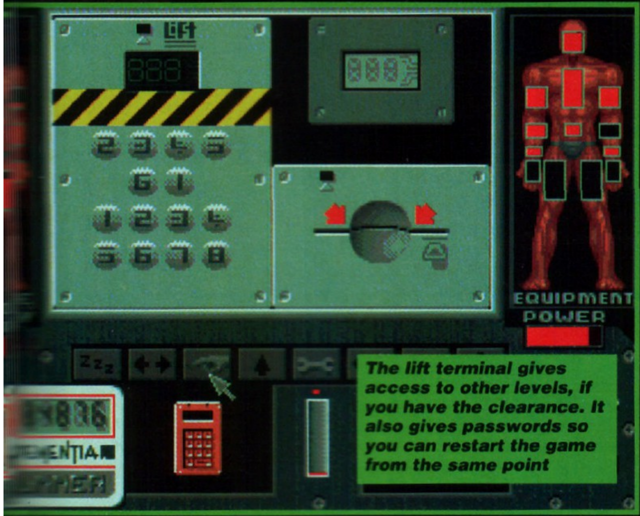


The buttons below (l-r): pause, cycle through objects, operate, pick up, mend, cycle through inventory, use, drop

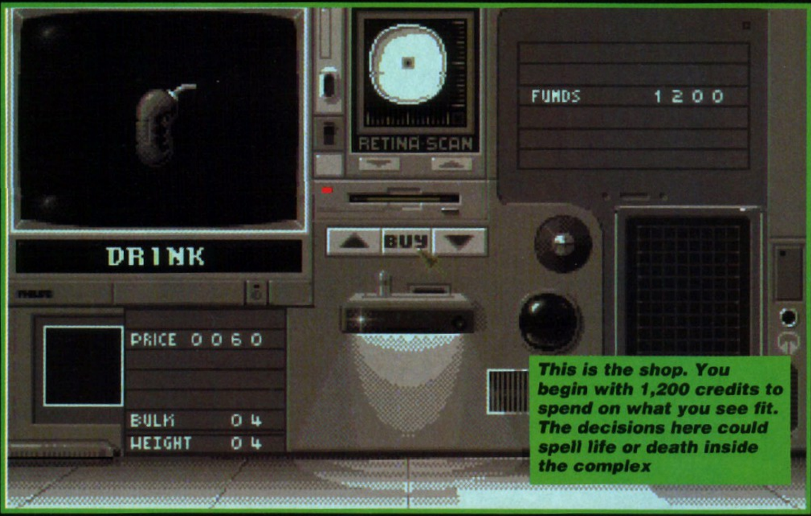
When something appears on this screen it means it can either be picked up – in the case of food or a battery, or operated – in the case of a lift keypad or a security terminal

The items actually in your possession can be cycled through. If you try to use a useless item it will be displayed on the main screen and the object needed to activate it will appear in this screen. Use this item, usually a power cable, and it will be fixed

If an item appears in your inventory with a red cross next to it, it needs mending. Click on the spanner until the red line reaches the top of the gauge



The lift terminal gives access to other levels, if you have the clearance. It also gives passwords so you can restart the game from the same point



FUNDS 1200

DRINK

PRICE 0060

BULK 04

WEIGHT 04

This is the shop. You begin with 1,200 credits to spend on what you see fit. The decisions here could spell life or death inside the complex

OOP YER WAY

As this is the very first issue of MAG, it's hardly surprising that you won't have seen Oop Yer Way before. We'll be cruising the country harassing customers in various dens of iniquity with searching and probing questions.

This month, seeing as you've probably already read the feature and worn the T-shirt, we decided to ask the customers at Megacom in Nottingham what they would like to see included in Sonic II.

Simon and Martin

These two characters spotted walking together into the shop were immediately jumped on for comment. Apparently both of them have had their Mega Drives for absolutely ages so we expected some deep intellectual insight into the world of Mega Drives... NOT!

Simon started the ball rolling: "I'm going to be getting a Mega-CD on US import soon, I'm not going to wait though, I can get one from here for about £300ish. I've got loads of games and accessories and I'm after that sort of seat thing that you can control the games with. It looks good but it's expensive."

Martin apparently has seven games for his Mega Drive, but he's selling it soon! Gadzooks, you can't do that! Any offers?

When probed about Sonic II, the main reaction was: "There should be more bad guys and there should also be a weapon to kill the enemies with."

This month: Megacom Nottingham

SALES MANAGER
Scott Marshall

Here he is, Mr 'Sales Manager at Megacom'. As you may, or may not, be aware Megacom specialise in importing hot foreign console software. So if you're looking for a new Japanese or US cart this is the place to come. As we stood here taking this very photograph, an enormous box full of US copies of Taz-Mania suddenly appeared. Incredible or what?

If you fancy a visit you can find Megacom on the Mansfield Road in the centre of Nottingham. If you have trouble finding it go to the Victoria Centre and go out of the door on the side that Jessops is on. No problem... We're so good we even give directions!

Alistair Little

We spotted Alistair with his pal Robert just as he was buying a Mega Drive. Coo! What a rich bugger eh? We saw him handing over the readies and everything!

Apparently he had an Amiga before, and when probed as to why he made this new purchase his reply was: "'Cause I was bored... and I wanted something to do at the weekends." Hmm, fine. After following him around and generally getting on his nerves we managed to nail him down on this Sonic II issue.

Alistair: "I've played Sonic before, but not much, which is pretty obvious because I've only just bought my Mega Drive. I will say this though... I don't think there should be any levels with water in them!". Quite why he gave this reply we don't know... A closet aquaphobic methinks. Never mind eh? Right, who's next?

Philip Day

A little personal note here. This chap was standing in the shop minding his own business before we went Oop His Way (as it were). It turned out that, he's actually a pal of John's from about 11 years ago. John hadn't seen him since junior school. Good grief eh? It's a small world.

Anyway, this is all beside the point. What matters at the mo' is that he's got a Mega Drive and loads of games. On top of this he had oodles of ideas concerning Sonic II which he was more than willing to share.

Philip: "I'd like to see a two player option, maybe even spilt screen, where you can help each other out. That'd be really good. I'd also make the levels a bit more varied and have loads of new baddies. The end of level guardians should change as well. Rather than Robotnik being the only guardian there should be a different meanie to beat at the end of each section. It'd make it more of a challenge."

Jamie Logan

This little chap (that was nice and condescending wasn't it?) was most forthcoming when asked about the prospect of the new Sonic game. His immediate reaction to our question was: "It needs more speed!"

This intrigued our investigative instinct, forcing us to probe deeper into the gentleman's psyche to find out why he has this need for speed. Jamie: "I'd just like to see bits that are a lot faster. That's the only major thing I can really think of to alter although thinking about it the rest of the game would definitely benefit from some new and improved graphics."

Fair enough, a happy Sonic basher indeed. Apparently: "The old game's just about perfect." Well, well, well, thanks for that Jamie!

THE SHY ONES...

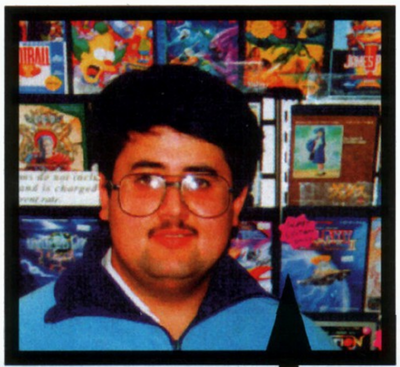
While we harassed anyone who would let us we heard numerous other comments being banded about, including:

"Sonic should have loads of add-on weapons."

"It'd be really good to have a two player option so you can help each other out in difficult bits."

"Just make it a bit bigger really. The first one was far too small."

If you've got any ideas why not enter our Sonic II compo on page 13 of the mag?



Talat (Taz)

"What would I like to see in Sonic II? A companion because you need somebody else to play a game with, as it makes things much more fun. I always find that you get far more enjoyment that way. Graphically, I don't think Sega can improve on the first one, but they could certainly make things much harder."

After this we entered a deep and meaningful debate concerning the pros and cons of Sonic, as well as whether or not the new Sonic game really would bash Mario on the Super NES. Taz decided that: "Sega would have to do something special. The simultaneous two player thing could be it."

Robert Swallow

Robert was the lad we spotted loitering with intent whilst Alistair handed over the big ones for the Mega Drive. Apparently these two are part of a group of lads who club together to share games.

As we stuffed the tape recorder under his nose Robert was heard to mumble: "umpfmumpfumpfSonicmumbleumpfrumblerum... and I'm definite that there shouldn't be any water levels." What him as well?! So what was his reasoning? He can't swim? He's too embarrassed to expose his puny body? What do you think?

Apparently the Mega Drive he bought didn't have a copy of the original Sonic with it, so he's not all that up on the delights of all things blue and spiky!

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ZERO WING

Here's a MAG tactics lesson which focuses on the final four levels of Zero Wing. Read on, then get ready to blast 'em all to kingdom come. No problem!

SUBMARINE
LEVEL FIVE

1

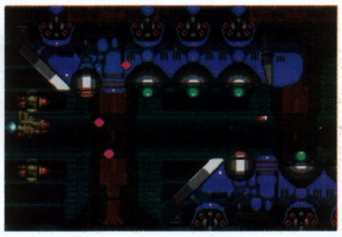
It is all basic stuff initially with nothing too difficult to try.

The mid-level guardian is no problem, just stay back at the left of the screen.

As you travel through what looks like a ribcage don't worry because if you stay in the centre your outriders will be the only ones hit.

As you come from there watch for a slow moving attack from the rear.

Finally comes the end of level guardian, where the idea is to destroy the four red rings. Fire continuously at these and keep an eye on the serpent's movements.



2

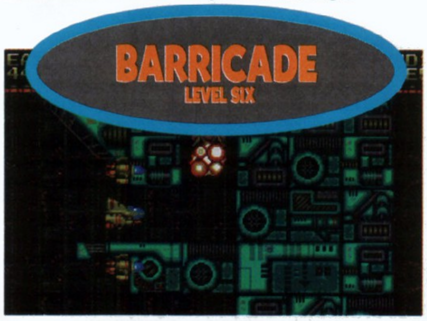
Initially this level looks daunting, but be reassured by the fact that there are no dead ends. The trick is to let the crabs eat pathways through the metal and stay out of the way.

The mid-level guardian is also trickier than previous ones. The spray of pink bullets should not be a problem for you by now, but the fast moving brown globes that whiz about take some getting used to. As before the only thing you can do is stay back, keep calm and continue firing.

After that it is back into the tunnels. Be careful here because there's limited space.

The end of level creatures don't move much and when they do it is only in formation. Use this to your advantage.

BARRICADE
LEVEL SIX



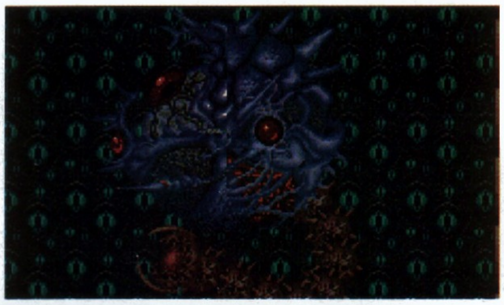
3

This level doesn't really lend itself to life-saving tactics, it just consists of an intense attack from hordes of aliens and mutant trifles. The advice here is to power up the green homing missiles as quickly as possible. If you do this it should be a breeze... Of sorts!

The main obstacles are these tree creatures which have one central eye and three pods that spit out that all too familiar spray of pink bullets. Make these pods a priority otherwise it's good-bye! As you go through the tunnel to the end of level monster, don't leave the shaft. Keep firing until the tail has made its third pass, at this point move out of the shaft and a little bit up.

When the tail approaches let it get as close as you dare then scoot off to the top. Return down and back into the shaft. As you come back down the tail will split into a number of floating balls. Again, sit tight and keep firing and there should be no problem.

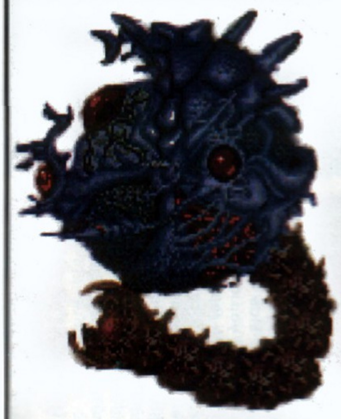
BELLON
LEVEL SEVEN

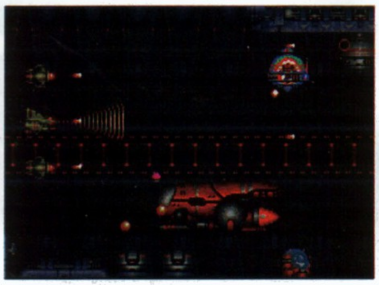


DOWN TO BASICS

- ★ *Power up one colour as soon as possible, then experiment to find out which set-up works best in different situations.*
- ★ *Always blow up every transport even if you don't need the power-up found inside it. This way the colours keep on coming.*
- ★ *Don't rush about and pick your moment to move carefully.*

GEBARRO
LEVEL EIGHT





4

The final level – you've made it. The action begins with harassment from these Big Mac look-alikes that fire homing missiles.

After this there will be about three red craft whose shots, while rare, are very wide. Be careful of ground based guns that can cause trouble if you don't pay attention.

As you move on head for the four silver domes hanging from the top of the screen. Waste these as quickly as possible, then fly on to the mid-level guardian. This meanie is very daunting because it shoots pink spray. It also fires eight homing missiles. The trick is to stay at the bottom and keep firing. As it fires, move up and stop two thirds of the way up the screen between two of the pink bullets, as a result the homing missiles will just miss you. Repeat until the meanie blows up.

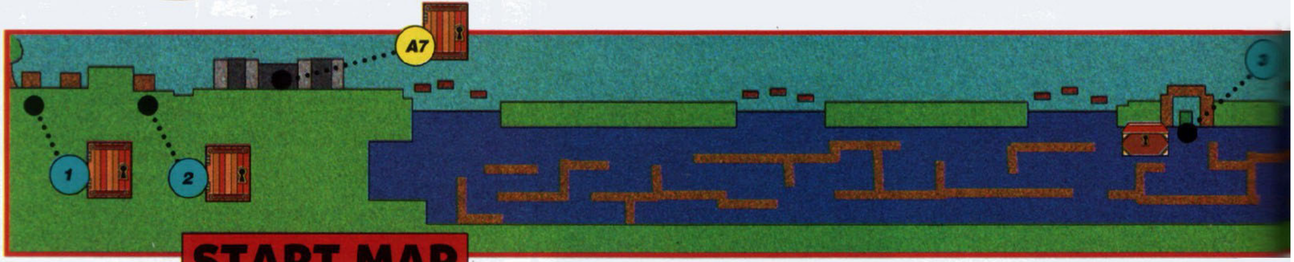
When you reach the end of game boss, stay high and keep firing, you should be able to destroy most of the floating skulls before they become a problem, so the only real problem is the homing missiles.

As the shots hit the end of level meanie it sinks lower. Eventually it fires an escape pod upwards and the final floating skull will zoom towards you. Be prepared to dodge – not a particularly easy task.

If you managed all that, congratulations, the game's finished.

WONDERBOY IN MONSTER WORLD

After enduring many hours in front of a screen whilst consuming endless cups of coffee, we're proud to present the totally and utterly complete guide to Wonder Boy in Monster World. So without further delay let's press on.



START MAP

1 *Starting off from location 1 proceed to loc 2. Here a sage will reveal your quest and present an elixir and a firestorm spell to aid your journey.*

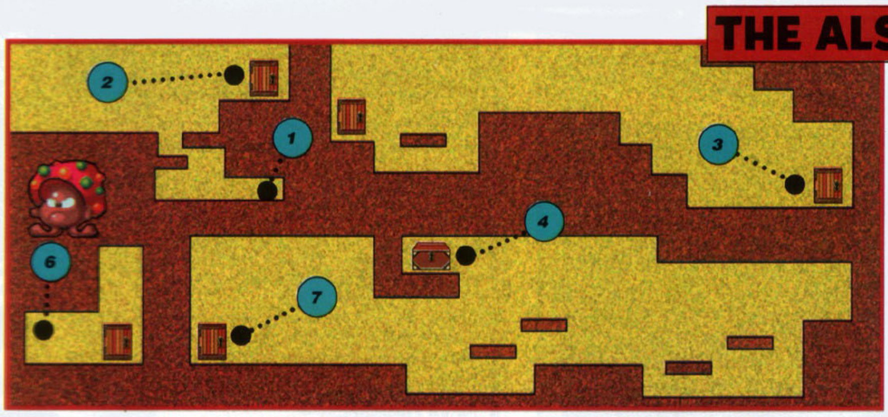
Follow the map all the way to loc 5, here jump on the jellyfish in order to access Alsedo. Once there a rest at the inn (loc 6) may be in order.

If you've got enough money go to loc 7 and buy the spear, shield and chain mail – it's advisable not to proceed without these items. Take a trip to loc A1 and look up between the statues to see the Fairy Queen.

After that, go to loc 9 to see Sonia, she'll reveal the location of the lost ocarina. Then pop into loc 10 to buy the medicine.

Now you'll want to head towards the caves at loc 11.

THE ALSEDO CAVERNS



2 *Try to make sure all the nasties have been killed before exploring these caves further. Make your way to loc 1 and retrieve the ocarina, then stand on the musical platform at loc 2 and perform Beethoven's Unfinished Symphony using these notes: B A B A B C B.*

If done correctly the seal on the door will be broken, allowing you to advance. Do the same at loc 3, but use this magical melody: A B C B C A B.

Then proceed to the chest at loc 4 and grab the heart to increase your health potential. Having done this make your way to loc 5 and play your last solo performance on the ocarina: A C C A B A B.

To enter loc 6 prepare the medicine, the firestorm spell, the gradius and shield. Now off you go.

As you wander around the labyrinth of the monster caves beware of the most awesome traps ever devised

TIPPITY TOES

Whoa, yeah, hoorah! Thank-you ladies and gentlemen (slimy smile). Welcome one and welcome all to the Mega Drive Advanced Gaming tips department. It's very nice to have you here I must say, and I mean that from the bottom of my heart (smarm, smarm). Over this and the following issues we intend to supply you with the best hints and pointers in the world. As a special bonus each month all the tips will be put into a hat (or something similar) and if your offering is pulled out you will win a Mega Drive cart of your choice.

PHELIOS

In round four, once you reach the big fiery boss person move over to the far right-hand side of the screen and you can't be harmed. Fire rapidly and the hands that come from the fire will be destroyed. This will increase your points at a phenomenal rate and allow you to win about one new life every minute!

WARRIOR OF ROME

Here are some lovely paswords for the imported game of MegaloMania:

BITS 'N' BOBS

Treasure chests are found in abundance. Each one holds something rather special for our hero

There is a never-ending supply of doors each revealing different surprises

When climbing a ladder, make use of the ladder boots found at Purapil

Spikes that make you go oooh!

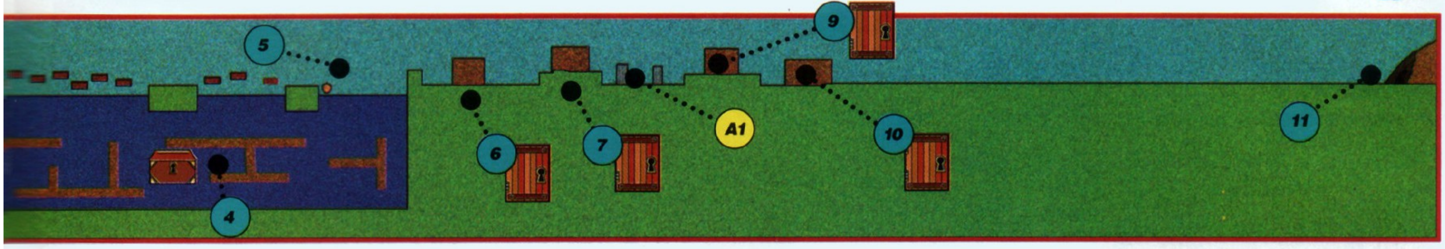
Switches aid your progress... Or do they?

Deadly traps that spit arrows

⑩ This icon is used to show where the items are on the map

A10 This symbol indicates where the exits and entrances are located

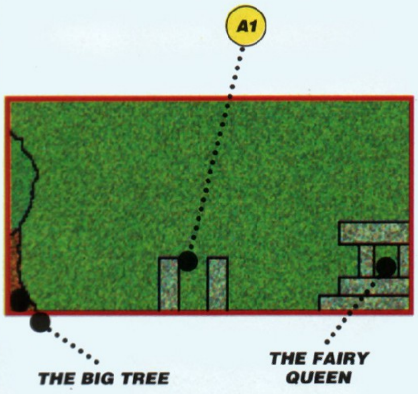
☆3 These are your quest numbers. They must be performed in numerical order

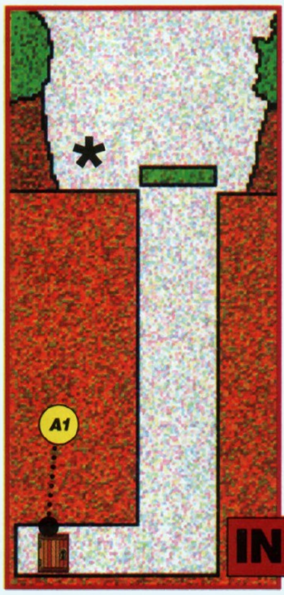


THE MYCENOID AND THE FAIRY QUEEN

☆3 As you enter the room, stand to the left, face right and use all your firestorm spells on the mycenoid. Immediately after this start swinging your gradius like crazy. Eventually the mycenoid will retire from the fray and die!

Grab all its treasure and head out of the door to loc A1 on the Start Map and report your deeds to the Fairy Queen. After this stimulating conversation make your exit to the big tree on the map.





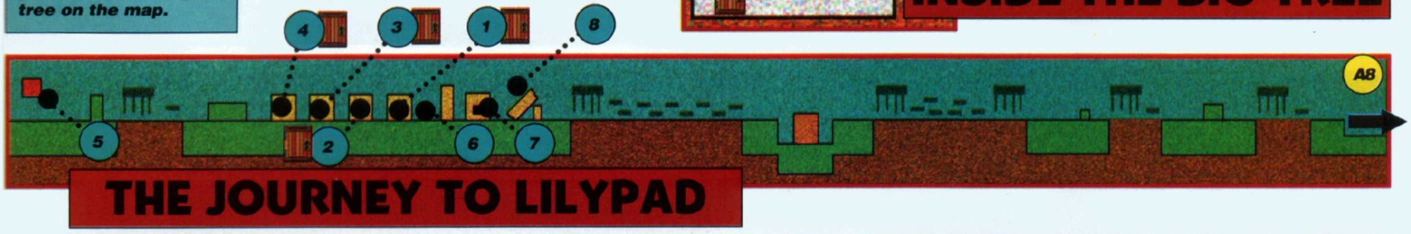
INSIDE THE BIG TREE

☆4 Once inside the big tree, jump on the asterisk to gain a hidden bonus. Then amble along to loc A2 to enter the dreaded sewers.

Your task is to rescue the 'not so beautiful' princess from the Death Knight. When you reach loc 1 of the castle sewers you'll be confronted by the knight in a room where the princess is being held captive. Simply stand to the far right facing the knight, wait until he approaches then, when he's nearly on top of you, crouch down and jab at his feet. Quickly advance while he's dazed and repeat this until victory is yours.

Then sit back and watch as the grateful princess undoes her bonds. She'll request your company at the castle, so head towards the door at loc A3. Once inside the tower climb to loc A5, then on to the eagerly waiting princess.

Talk to the first person you meet to unlock the tower doors. After you've learned more invaluable information, enter the tower and go through loc A4.



THE JOURNEY TO LILYPAD

☆5 Purchase extra armour and weapons from loc 1 in Purapil. Buy all the goods, apart from the charmstone (if you can find out what this does let us know!). Save the game and rest at loc 7. Depart from Purapil via loc A8, this takes you through the hideous forest! Your objective is to reach Lilypad and rescue the kidnapped dwarf child held at loc 5. To save the child from the cannibals stand on the right-hand ledge and use your offensive spells before hacking them to pieces. Follow the child to the village and purchase all the items possible, especially those at locs 1 and 2. Then head towards loc 7, stopping to talk to the girl (loc 6) to ask for her brother's help.

Stage 4: [illegible]
END: GREBDWVNNE

GYNOUG

Brilliant angelic shoot'em-up action here, but it's bloody hard. So to make sure you get your money's worth have a cheat. To skip levels go to the option screen, highlight CONTROL then hold down the A button until a new menu appears. This will be a level menu, just select where you wish to go.

PRO BASEBALL SUPER LEAGUE

Charlie Sheen you are probably not, so if you're having a spot of bother trying to climb the league table don't fret.

When you are fielding for the first time select the player change screen. Press C and you'll be asked if you want to forget the match. Hit yes and you'll win 1 – 0.

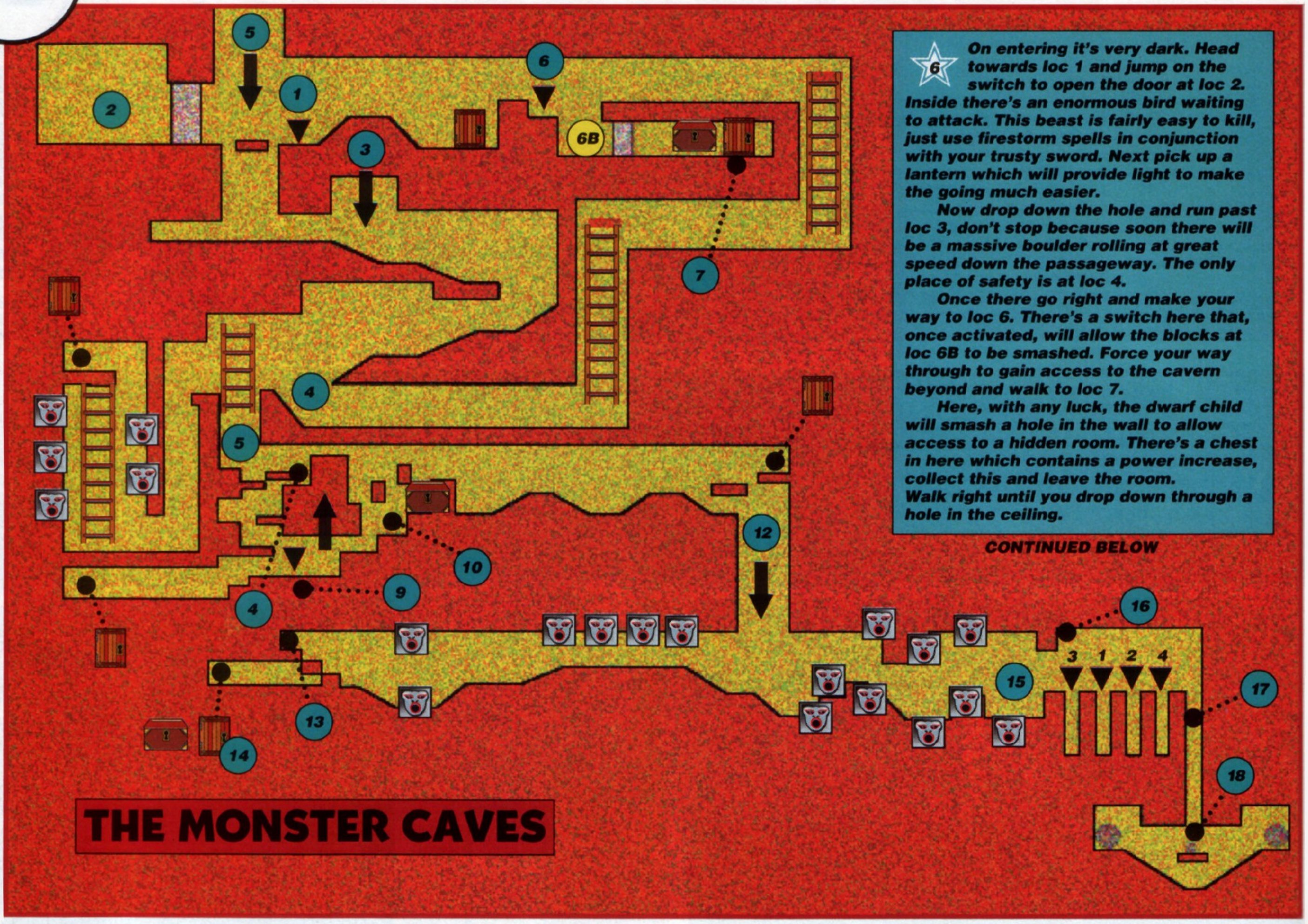
EA HOCKEY

The finest sports game to date so have some codes, dweebs:

BNWBDFBT6CNM6MG6
BN1GY745BBOXLWFS
BN6L3NDBP5LSDYNG
G77JH232FVNT45R5
G77H502GK9VHWDPO

MIDNIGHT RESISTANCE

Despite the abysmal graphics this game plays very well. You may need a little help getting a bit further, so on the title screen hold down C and Start. Then to skip a level during play, pause and press A and you'll be whisked off to the next level.



THE MONSTER CAVES

On entering it's very dark. Head towards loc 1 and jump on the switch to open the door at loc 2. Inside there's an enormous bird waiting to attack. This beast is fairly easy to kill, just use firestorm spells in conjunction with your trusty sword. Next pick up a lantern which will provide light to make the going much easier.

Now drop down the hole and run past loc 3, don't stop because soon there will be a massive boulder rolling at great speed down the passageway. The only place of safety is at loc 4.

Once there go right and make your way to loc 6. There's a switch here that, once activated, will allow the blocks at loc 6B to be smashed. Force your way through to gain access to the cavern beyond and walk to loc 7.

Here, with any luck, the dwarf child will smash a hole in the wall to allow access to a hidden room. There's a chest in here which contains a power increase, collect this and leave the room.
Walk right until you drop down through a hole in the ceiling.

CONTINUED BELOW

CONTINUED

Head towards loc 4 and climb onto the ladder, then jump safely across to the other side. Make a mistake and you'll drop down to loc 5.

Once across follow the map through the doors and towards loc 10 to a chest containing a healthy heart.

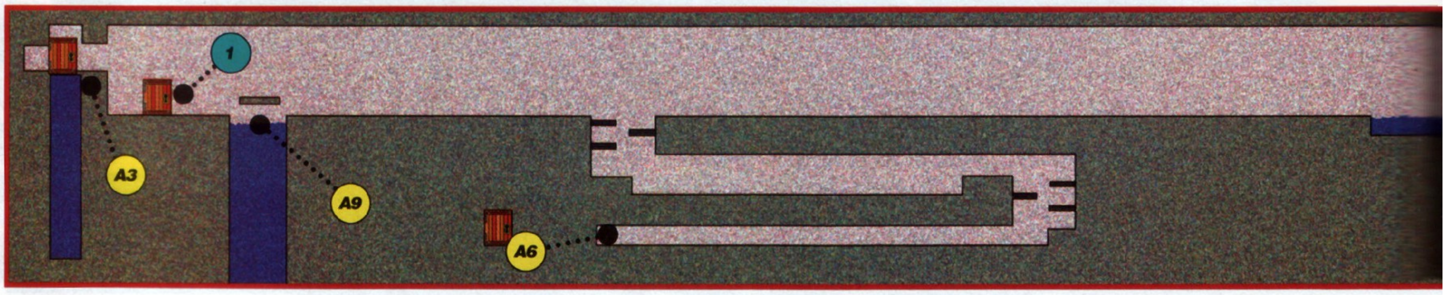
From there go to loc 8 to drop down on the blocks onto the switch at loc 9. This will result in block appearing which acts like a step and thus opens the way for the rest of the journey.

On arrival at loc 12 drop down the hole and run left to loc 13. Once again jump on the highest block to continue. Carry on left to loc 14 where the child should smash another hole in the wall to open up a room with the hard shield in it.

Stroll along to loc 15 and use the switch to open up the wall. Use the switches in loc 16 to reveal loc 17. The order of these switches has been marked on the map. If a mistake occurs don't worry, simply walk out of the room and enter again to restore each switch to its original position.

At loc 18 are the guardians of this level; Gragg and Glagg. Wait on the platform at loc 18 until they fire their boulders. Jump to avoid a boulder as it rolls towards you, then hit the nearest guardian with your sword. Jump back on the platform and repeat until victory is yours.

Claim the trident and leave through the door back to Lilypad.



STORMLORD

First appearing years ago on the C64 this game is now on the Mega Drive.

To skip to the next level pause the game and press the following buttons : CBBBAAAACCAAAA.

For extra time pause and press this combination: BAAAC, Up three times, AAA.

For extra lives pause and hit these buttons: AAAACCBBBCA.

DESERT STRIKE
RETURN TO THE GULF
GAME DESIGN
MIKE POSEHN, JOHN MANLEY

DESERT STRIKE

Blue Thunder and Airwolf have absolutely nothing on this, but it can be very hard. Five extra lives is what we all need for this game. So go to the password screen and enter this: TQQQLOM. Press Start to go back to the main title screen and then go to the password screen again and enter AAAAAAA to get to the first level but with five extra lives.

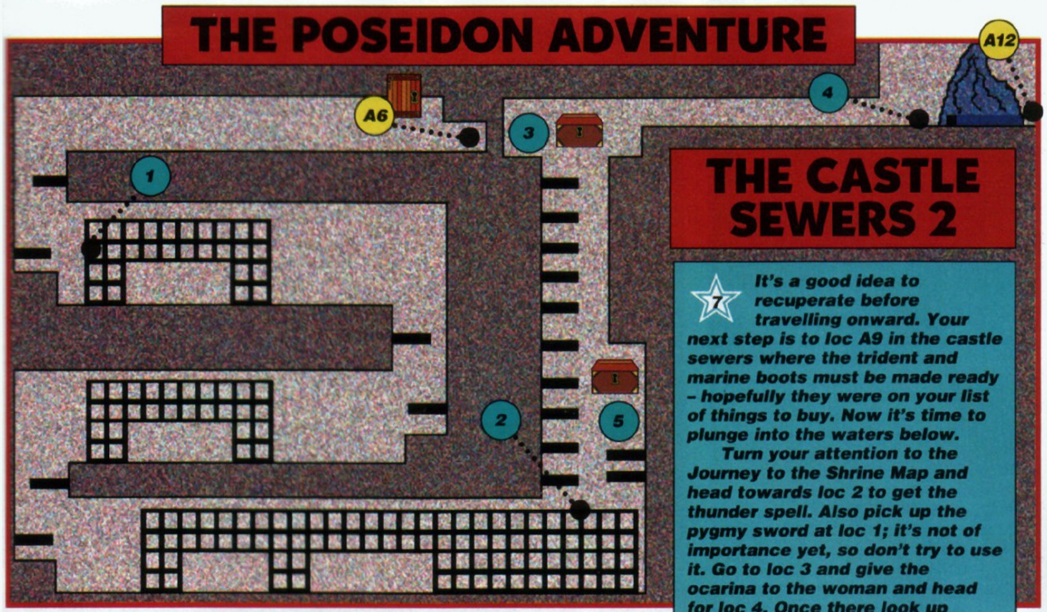
INSECTOR X

Invertebrate bashing is the order of the day here. To get infinite credits wait until the end of the game when the continue timer counts down. While it is doing this hold the Right and Down Diagonal on the D button and continually press C to make the credits go up.

KING'S BOUNTY

To get a huge, no make that gigantic, army and

THE POSEIDON ADVENTURE

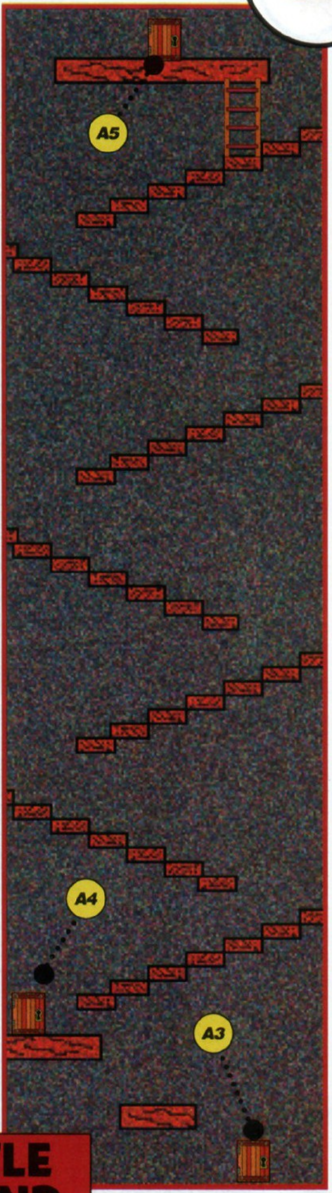


THE CASTLE SEWERS 2

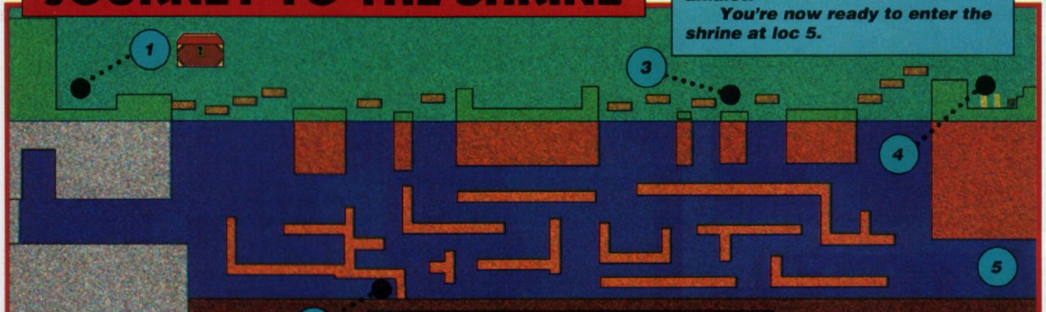
7 It's a good idea to recuperate before travelling onward. Your next step is to loc A9 in the castle sewers where the trident and marine boots must be made ready – hopefully they were on your list of things to buy. Now it's time to plunge into the waters below.

Turn your attention to the Journey to the Shrine Map and head towards loc 2 to get the thunder spell. Also pick up the pygmy sword at loc 1; it's not of importance yet, so don't try to use it. Go to loc 3 and give the ocarina to the woman and head for loc 4. Once there look up inbetween the palm trees for the hidden door, behind it is the amulet.

You're now ready to enter the shrine at loc 5.



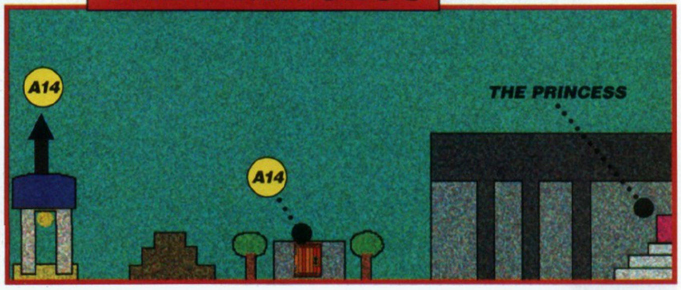
JOURNEY TO THE SHRINE



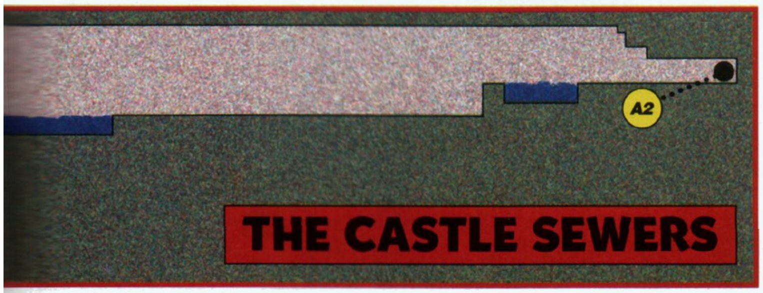
Defeating the deadly knight will eventually win the heart of the fair princess being held captive at this location.

On emerging victorious join her in her palace gardens which are located at the top of the tower

THE CASTLE TOWER AND THE PRINCESS



THE CASTLE SEWERS



VRP 06 8TQ
FT3 VE M6N
DG1 ZZ 7B1
MOE 8W CQR
WOA BD EHX
DCE FH Y22
VW1 JL MF6

DYNAMITE DUKE

During the title screen press Start. When the option screen appears press C 10 times followed by Start again. You will now enter a new, all singing, all dancing options mode.

OUT RUN

To make the game harder (not a very sensible cheat this one) press C 10 times before going to the options screen. You will now be able to select hyper difficult as an option.

TURRICAN

Call up the options menu and take the pointer arrow to the bottom of the screen, so that it's on the exit whatsit. Push down on the joypad and key in the following sequence: A, B, B, A, B, A, A, B, A, A, B, A. You should now have access to a second options menu.

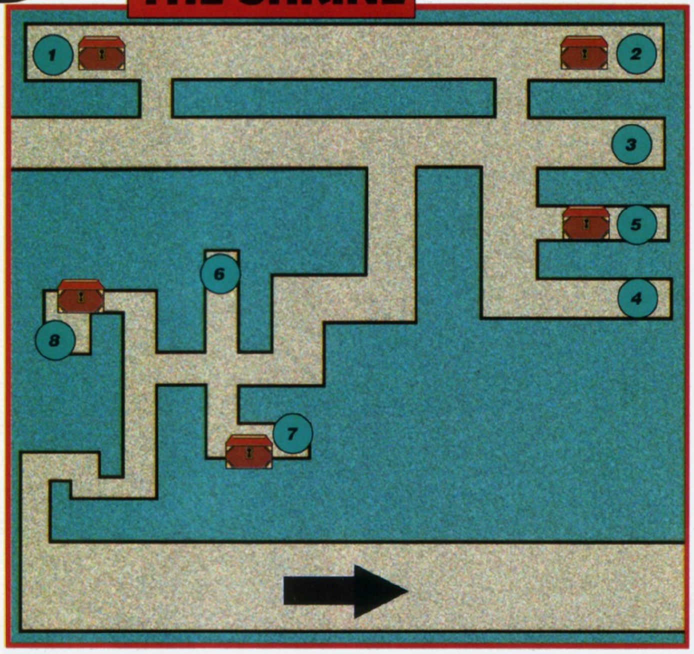
JANE AND JON'S TIP OF THE MONTH

You may well be thinking to yourselves, Aha, this is one of those crafty little space fillers, well you couldn't be more wrong!

We've discovered this brill way of getting rid of those annoying little stains that appear when you least expect them, or when, God forbid, your mummy does one of those nice pink or blue washes. You know the ones, when every thing that was white turns a dodgy shade of old lady hair rinse.

The magical cure is called Stain Devil, and you buy it from Woolies, that's if they've got any in.

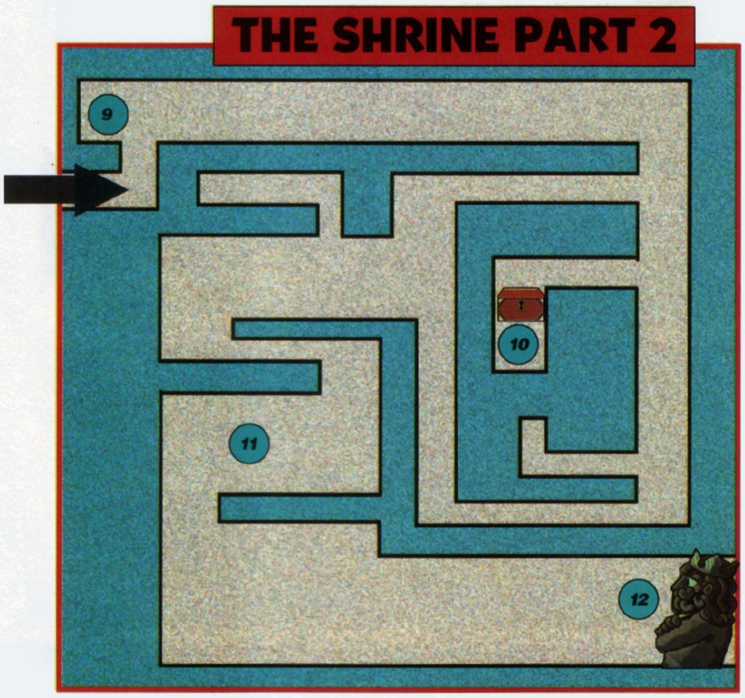
THE SHRINE



8 Visit loc 1 to replenish your health then go onto loc 2 to find the hidden treasure. Next swim over to loc 3 to the first generator that powers the fans in the water. These hinder your progress so destroy them and repeat this process at the next generator (loc 4).

To increase your health potential swim to loc 5. Doggy paddle all the way to locs 6 and 7 where more generators are situated. Still feeling courageous? Then go to loc 8 for the return spell. If your strength still permits go onward to the second part of the shrine.

THE SHRINE PART 2

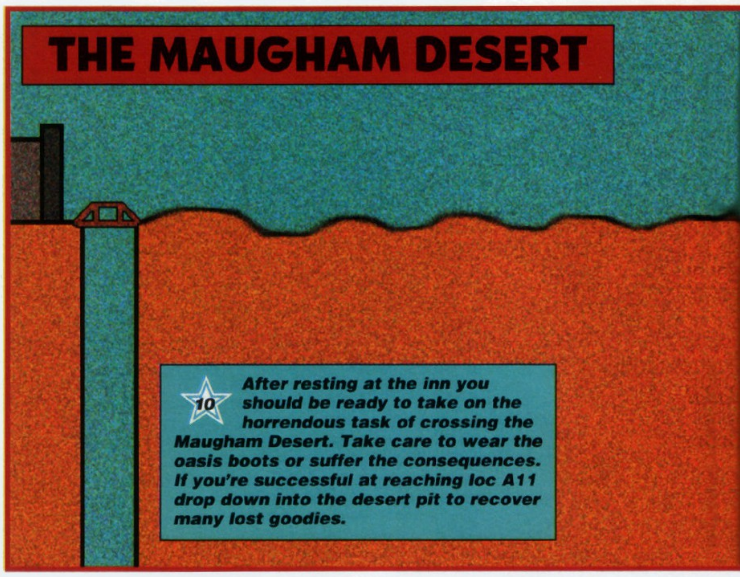


9 At loc 9 the elixir of health is found. To kill the mighty fish at loc 11 stand at the bottom and keep jabbing the fish until it turns into a bag of gold or a healthy heart.

Then swim to loc 12 to talk to the underwater god. Next it is time to go on to loc 10 to get the oasis boots. To return to the last inn in which you stayed (this should be at Paurapil) cast the return spell.

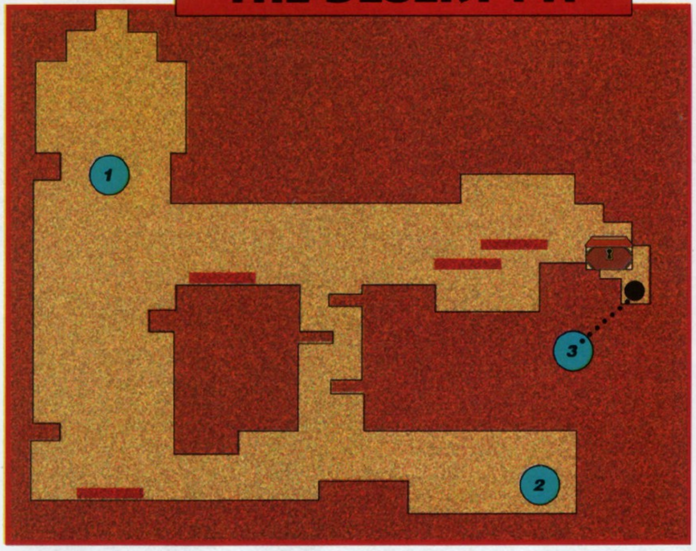
The second armoury will now be open at loc 2 so try to buy excalibur and the steel shield.

THE MAUGHAM DESERT



10 After resting at the inn you should be ready to take on the horrendous task of crossing the Maugham Desert. Take care to wear the oasis boots or suffer the consequences. If you're successful at reaching loc A11 drop down into the desert pit to recover many lost goodies.

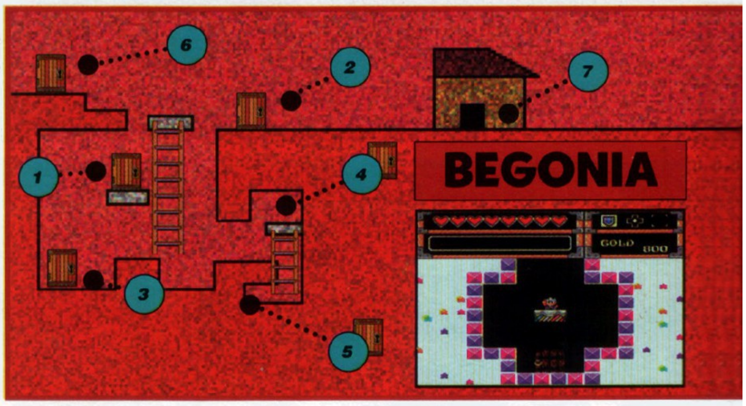
THE DESERT PIT

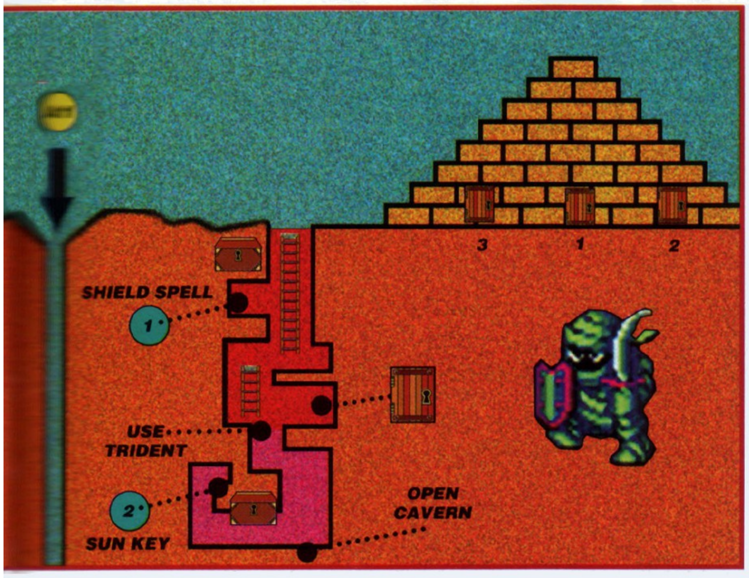


11 Go to loc 2 to receive the hidden coins and treasure of the long gone Sir Clive Sinclair. Then proceed with all caution to loc 3 where the task is to gain the quake spell.

Now you're faced with a poser; you can either leave using a return spell, or you can take the harder route via loc 1 where the birds have to be killed in order to make the platforms appear.

Plod on to loc 1 in the little cavern on the map to receive the shield spell. Explore further down to get the sun key to unlock the first door in the pyramid. You're a step closer to finding the sphinx.





12 *Once inside the pyramid head straight up to the top to loc 1 to get the moon key. Once obtained this allows you, believe it or not, to enter the second door. From here move along and down to loc 2. The task is to activate the platform switch to allow you to get locs 3 and 4. Here a heart and switch can be found.*

Dodge and duck your way to loc 5 to utilise yet another switch that will eventually lead to loc 6, where... you guessed it... another switch can be found which will allow you to continue. Take great care along the passageway because there are spikes in the ceiling which drop down causing much damage. Make your way to loc 8 where the sphinx will be waiting for you.

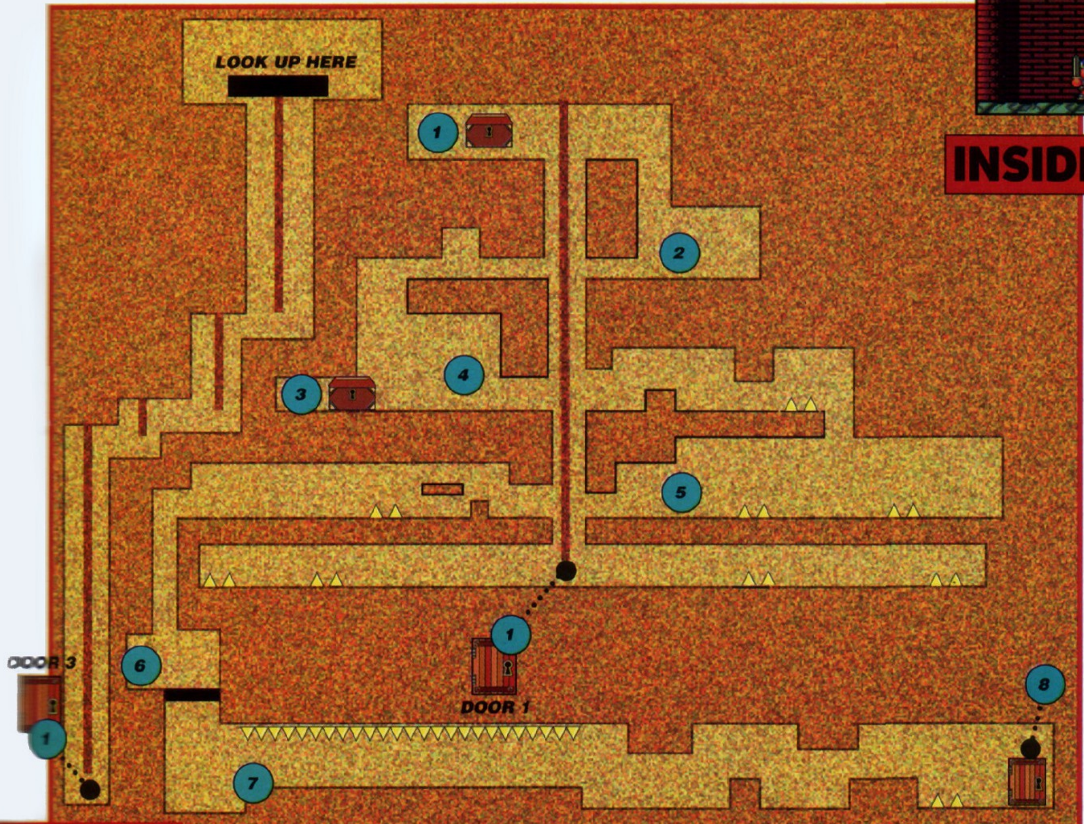
The quizzical creature will ask you five random questions about the game, you must answer all five correctly to gain access to door number one. If you fail then just enter the room again.

On entering door number two you'll find the lost pygmy shield (more about that later).

Then proceed to door number three, go all the way to the top and look up where indicated to teleport to the wonderful village of Begonia. Here a more demanding quest awaits.

After seeking audience with the elder dragon it's time to set out on a perilous quest to retrieve the fabled axe being held in the Ice Castle

INSIDE THE PYRAMID



13 *Teleport from the pyramid to a rather high mountain which has exits to the left and right. Next travel to the right and up – the left path ends at the edge of the world! Before long you'll end up at a rather quaint little village called Begonia.*

Look at the Begonia map and enter the door (loc 5). In here, you'll come face to face with the most frightening sight, an elder dragon! But don't panic he won't harm you, in fact he will give information as to the whereabouts of a certain magical axe. The mission now is to recover the fabled weapon and return it to the village blacksmith, who'll turn it into the sharpest sword in the world! Before your departure the dragon will give you a bracelet.

Now return to the castle sewers to reach loc A6. Once inside look at the sewers sub-level map. At loc 1 there's a grey wall made up of blocks, to get past simply smash them with your weapon.

At loc 2 be a tad more tactical to get on top of the blocks on your way to loc A12. To achieve this, select the trident, then perform a spin attack to destroy three blocks. Advance a little further and repeat your manoeuvre. Once this gap has been made prepare excalibur for action.

Jump and swing to break the blocks above you and proceed through the opening to the chests at locs 3 and 5. After that, rush along to loc 4 where the dragon's bracelet will break the seal.

Survive long enough and you'll eventually stumble

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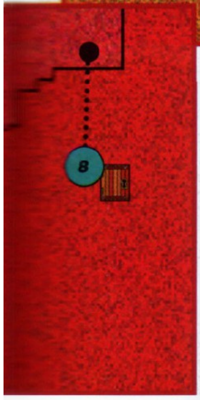
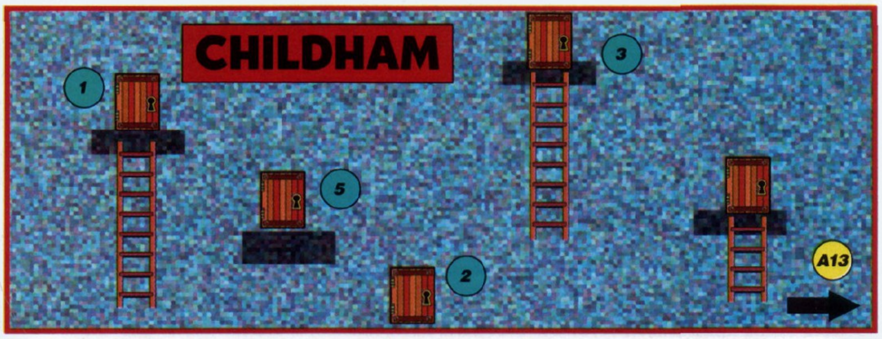




CONTINUED

across a frozen little settlement by the name of Childam, but don't worry there's a warm inn to rest at.

Try to visit locs 1 and 2 and buy all the items, apart from the battlespear.

There's a mage at loc 4 who could be of help. After that head out towards loc A13 to the Ice Castle.

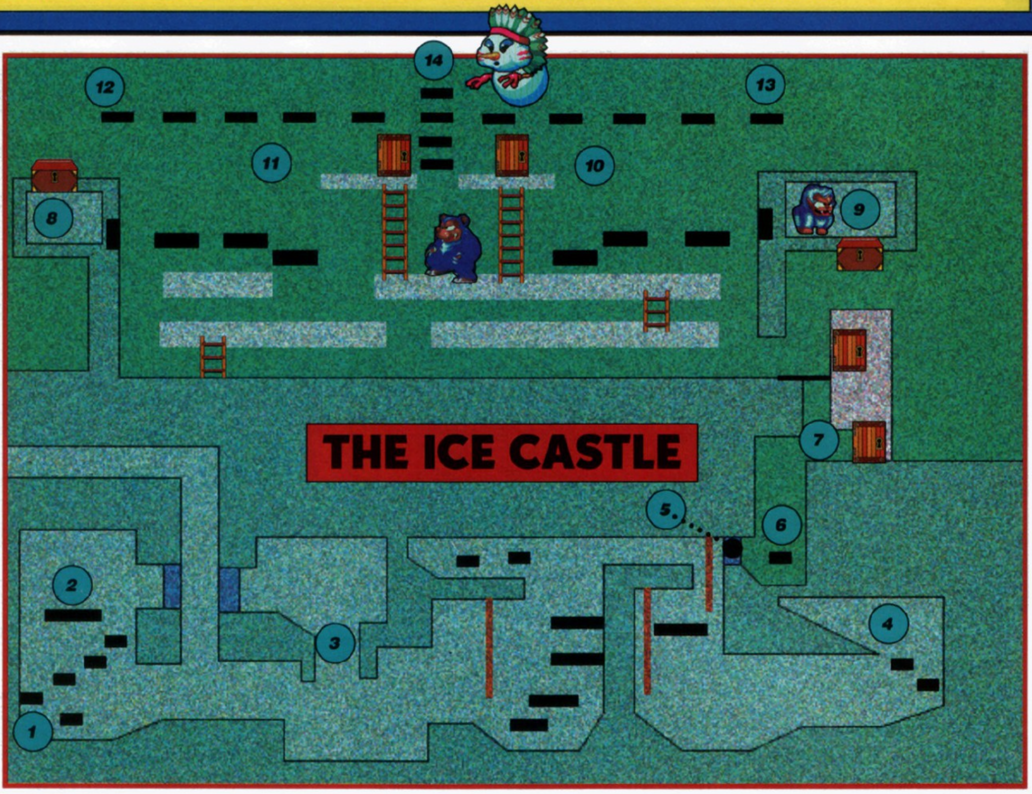
Once you're inside the castle put on the ceramic boots. Go to loc 1 and break the statue, this will make the platform appear. Carry on to loc 2 and pull the rope down to advance further.

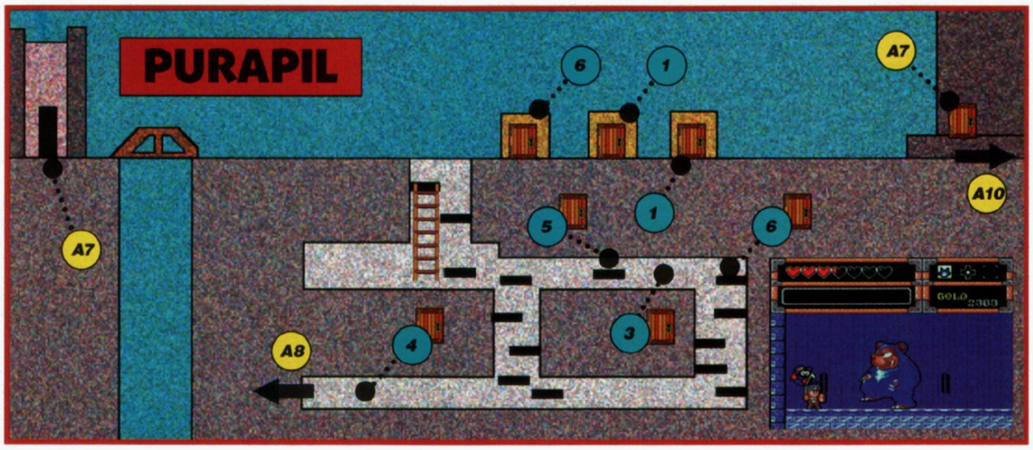
Upon reaching loc 3 there's another statue to break. From here go to loc 4 and pull the rope down to gain access at loc 5. Jump onto the platform at loc 6 and then get onto the lift at loc 7.

Now go and defeat the guardians at locs 8 and 9. The pygmy boots are found at loc 9 and the heart at loc 8. At locs 10 and 11 are the main dudes of the castle, these must be overcome if the old axe is to be taken. Defeat them and get two gems. Insert the gold gem at loc 12 and the blue gem in loc 13, then enter the door at loc 14 to meet the Ice Bomber!

The best way to kill this foe, is to keep jumping onto the highest platform and hitting him on the head with your sword. Keep this up and he will die.

Then grab the axe and return to Childam using magic. Journey through loc 5 to Purapil where it's best to take a rest before pressing on to loc A7 to end up at the Start Map.





14

Once here get the pygmy armour at loc 3 and return back to Purapil. The next part of the journey goes through loc 5 to Begonia where it's best to take a well-earned rest at the inn. Buy any items that may be needed from locs 3 and 2. It's advisable to pay a quick visit to the dragon because it will send its grandson to help you.

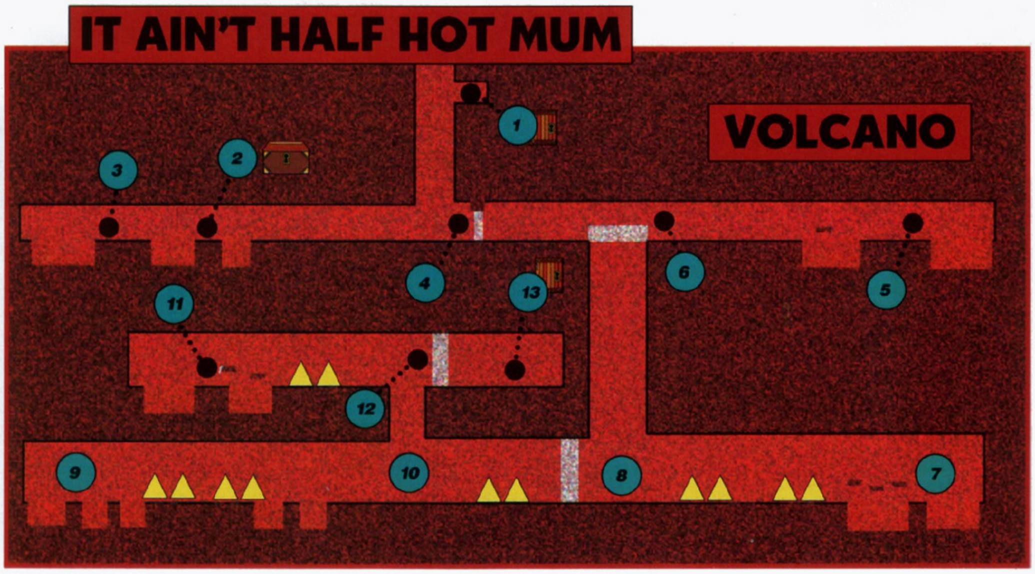
From the dragon's room go to loc 7 and turn yourself into a midget in order to enter the volcano. Once inside (see Volcano Maps) the idea is to visit the locations in order until the door at loc 13 is reached.

Now you should be standing in the sub-level of the volcano. Ignore the door at loc 1 and stand on the platform switch (loc 2) which goes up to loc 3. Smash through the blocks, grab the elixir and head off down to loc 5 where a battle is to be fought with the Tyrant Dragon.

Look at the map of the Tyrant Dragon and locate the best points to stand. As the dragon comes at you, crouch down and jab him in the head, repeat this until he's defeated.

Amongst the dragon's treasure will be the fire urn, this is to be given to the blacksmith at Begonia to make the sword. Return to Begonia, give the urn to the blacksmith and visit the dragon. On revisiting the blacksmith and he'll give you the legend sword.

IT AIN'T HALF HOT MUM



15 Leave Begonia and return to the princess at the top of the castle tower. Go to loc A14 and point the legendary sword to the sky, this will transport you to the heavens. Skip along the clouds towards the chest to claim the final heart, then proceed to the castle whilst dodging the guards.

Once inside the castle look at the map and follow the arrows. At the top of the rope near loc 3 jump onto the trolley and crouch down to avoid the spikes. On arrival at loc 3 collect the legend boots. Go back to the trolley via loc 1 and loc 2. Head for loc 4 and jump off onto the platform.

Go up to loc 5 and jump onto the rope, this will carry you safely across the spikes. Drop down the hole into loc 7, get the legend armour and go through the door to loc 10. From here go through the door (loc 11) and come out on top of the platform. Climb up and make your way to the rope (loc 12). When climbing up it cast the thunder spell to kill the monsters. Jump off the rope to get the legend shield and then go up the rope (loc 14) and through the door (loc 15).

When you reach loc 16 you're going to be met by two rather grotesque skeletal guards. To get past these two geeks jab at their feet and force them back into the wall, then keep jabbing until they crumble and die.

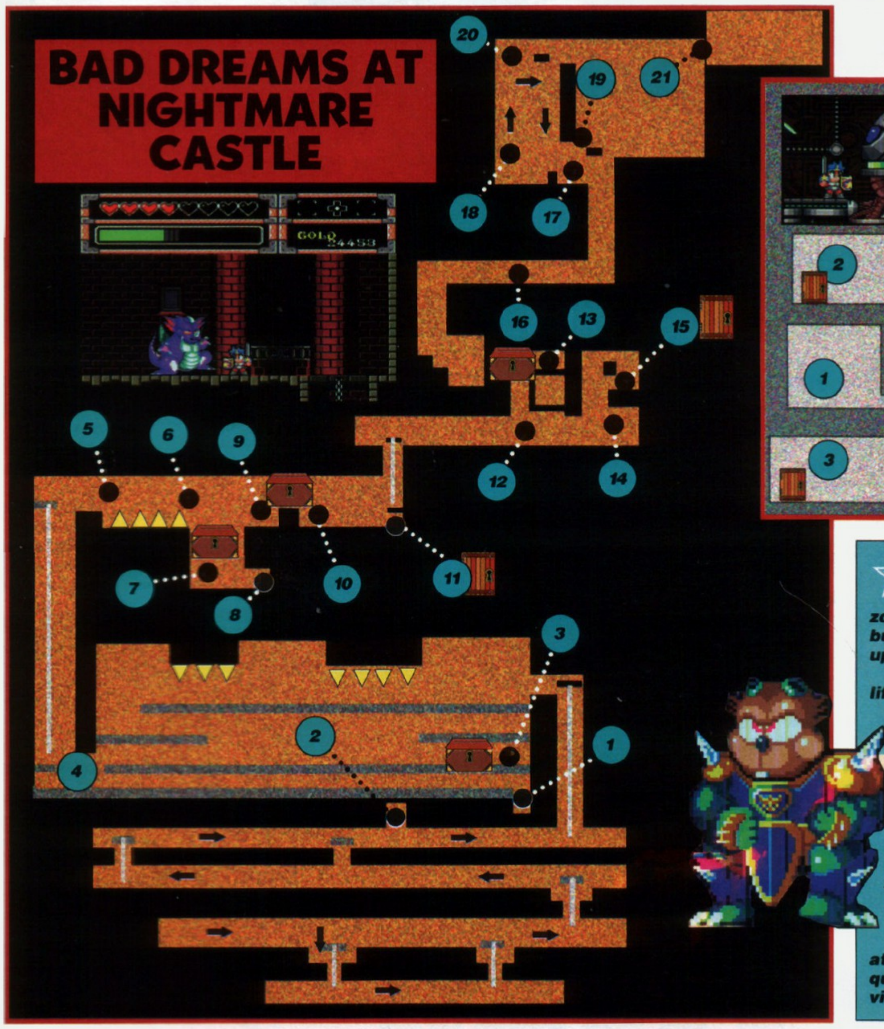
At loc 17 there's going to be another guard, but this time it's a dragon! Just stand to the right of the screen facing left and wait, as he charges at you just swipe at him with your sword and just stay where you are. After a few moments he'll be gone and forgotten.

Go through the door and out to loc 18, now this is a mite tricky. Follow the platforms around the screen and jump off at loc 19. Proceed to loc 20 where you should use the rope to get to the door (loc 21). If you haven't saved the game yet it's advisable to do so at this point.

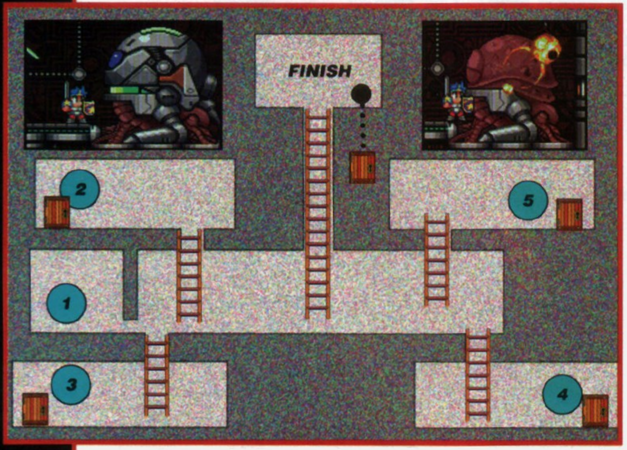
When you enter the room beyond, the major demon will make his appearance. To destroy this foul abomination, attack his head. When that falls off another will take its place. This wouldn't be so bad if it weren't for the fact that the head which fell off continues its attack.

Attack the first head until it drops down and then start on the second head. To add to the excitement a third head will appear. Just repeat the above and you should emerge victorious. The Prince of the Dark Underworld will use this moment to introduce himself so teleporting back to Purapil is an extremely good idea at this juncture.

BAD DREAMS AT NIGHTMARE CASTLE



THE FINAL ZONE



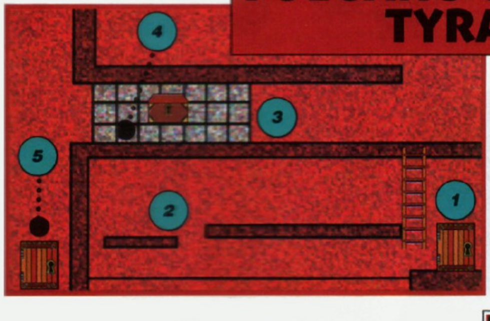
16 After the dramatic fight with the demon you're ready to take on the task of removing the cause behind the trouble, Biomeka. Before you zoom off and try to save the world, go to Begonia and buy the elixir and hi-potion to help keep your energy up – you'll need it!

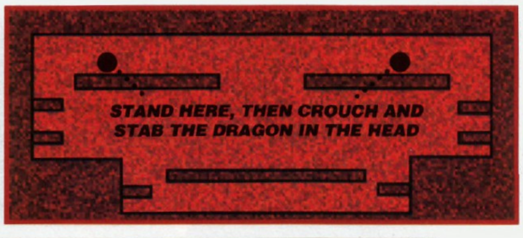
Then go back to loc A14 and turn left into the lift, when you reach the top go into the pod and teleport to loc 1 in the Final Zone. To get at Biomeka you're going to have to dispose of the guardians again. These are located at 2,3,4 and 5, don't worry too much though, the legend equipment makes it 100 per cent easier. When you finished them off go up the ladder to loc FINAL.

Before you burst into the room to confront Biomeka, prepare the thunder and power spells. When fighting Biomeka hit the top half until the shell falls off. Then try to hit the creature in the eye, but only when you've got a power spell running – let's hope your reflexes are top-notch.

To get rid of the lasers use the thunder spell, if at any time your health drops down use the potion quickly. Hit the guardian in the eye several times and victory is yours, oh along with the final credits.

VOLCANO SUB-LEVEL AND THE TYRANT DRAGON





Whilst battling the Tyrant Dragon try to be nimble and quick. Keep on the upper platforms to dodge his fiery breath before dropping down to take a swipe at his grotesque head

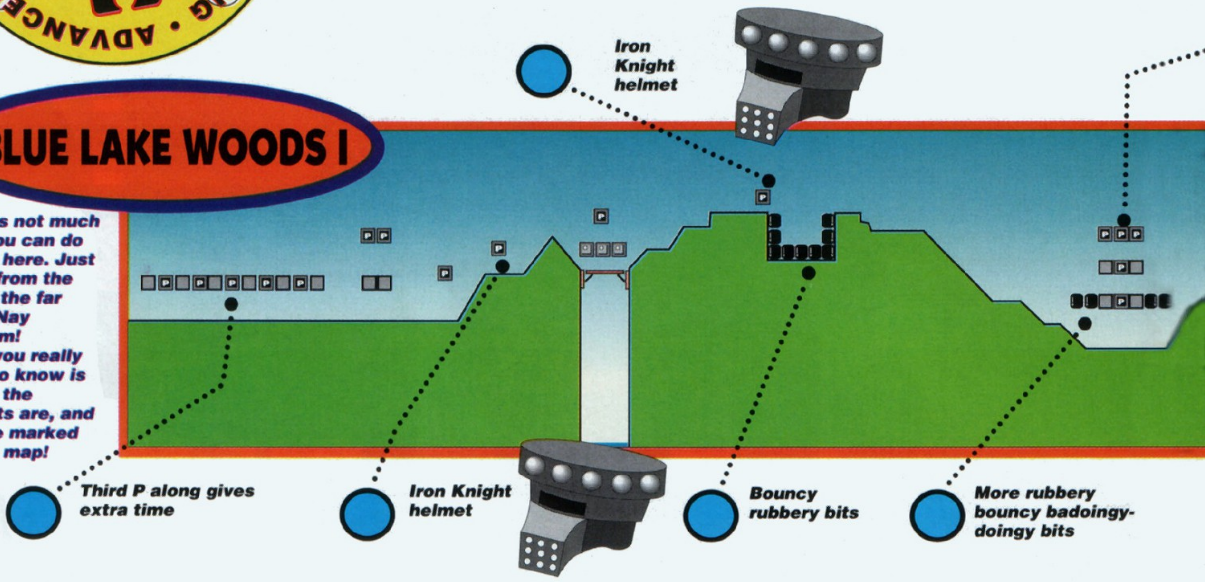
KID CHAMELEON

This one's a tough un. Loads of levels and they're all bloomin' enormous! To make life a bit easier we knocked together a bunch of maps to help you get through the first collection of levels. Are we good to you or what?

BLUE LAKE WOODS I

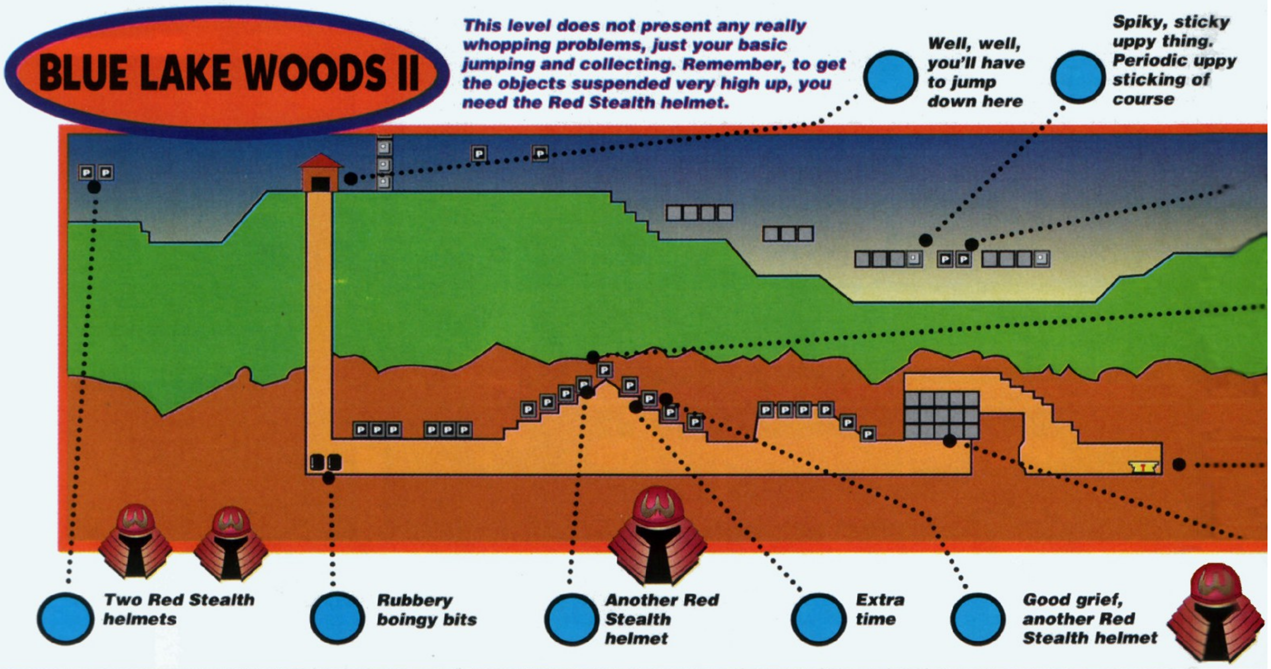
There's not much that you can do wrong here. Just move from the left to the far right. Nay problem!

All you really need to know is where the helmets are, and they're marked on the map!


Iron Knight helmet
Third P along gives extra time
Iron Knight helmet
Bouncy rubbery bits
More rubbery bouncy badoingy-doingy bits

BLUE LAKE WOODS II

This level does not present any really whopping problems, just your basic jumping and collecting. Remember, to get the objects suspended very high up, you need the Red Stealth helmet.


Well, well, you'll have to jump down here
Spiky, sticky uppy thing. Periodic uppy sticking of course
Two Red Stealth helmets
Rubbery boingy bits
Another Red Stealth helmet
Extra time
Good grief, another Red Stealth helmet

JAMES POND II – ROBOCOD

At the very beginning of the game, if you stretch up and look at the first roof you'll see five objects.

If you pick up these in the right order the first letters of the names will actually spell out the word CHEAT. Infinite energy is now yours to enjoy.

A similar puzzle can also be found in the first level, all you have to do is find five objects that will spell out the word LIVES.

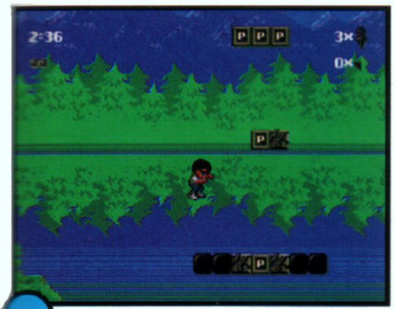
Look out for a pair of lips first and you'll be on the right track. Collect these in the right order and gain infinite lives. Cool!

DESERT STRIKE

We'll kick off with a few level codes for the dictator destroying, Saddam smashing Desert Strike. In this stunning 3D action game you become the pilot of an Apache gunship helicopter

HIGH WATER PASS I

Move behind a number of areas of rock – don't be afraid to experiment with the routes. This will be the first experience with the Berserker helmet and the Iron Knight Special Climb feature.

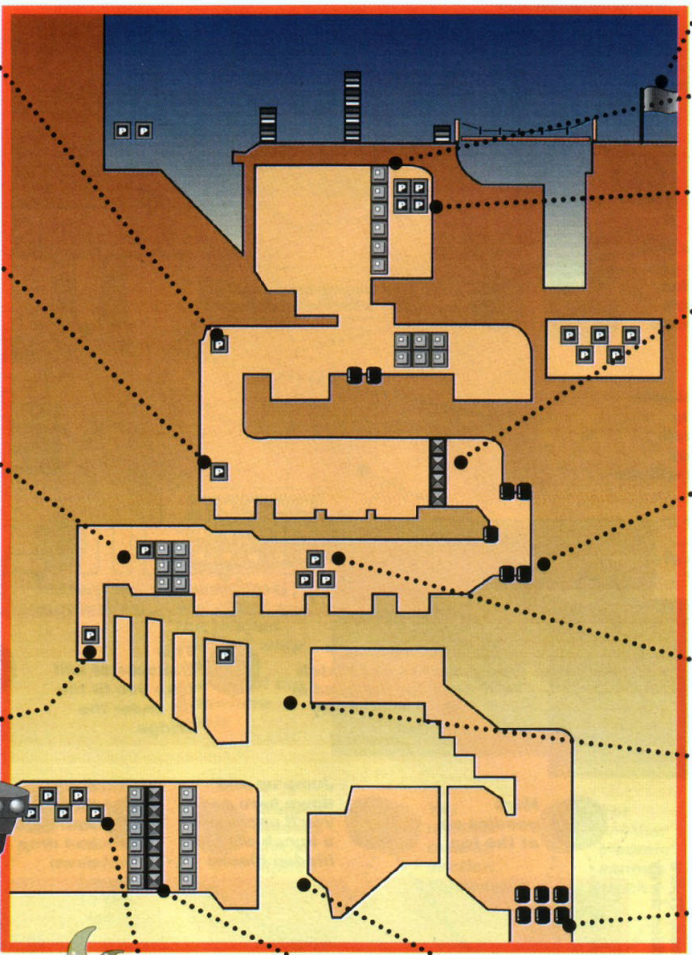


More extra time just in case eh?

Berzerker helmet

Iron Knight block. Same procedure as before

Berzerker helmet again! Tch



The exit!

Watch out for this wall – it disappears

Extra time

Cannon blocks. Do the business to knock out the wall

Rubber bouncy bits – on the floor, the roof and the wall!

Extra time

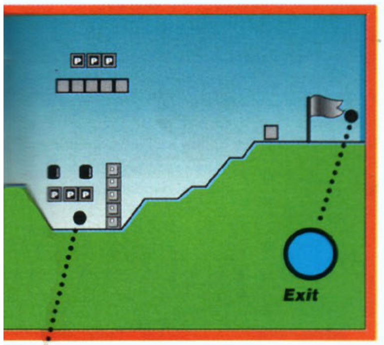
Walk behind the waterfall... Pretty innit?

Rubbery badoingy bits! Whey-hey! The wonderful thing about Tiggers... Dum-dee-dum...

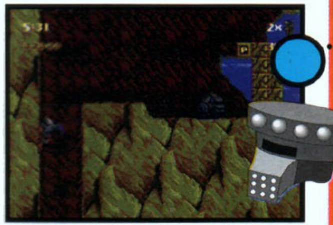
The Berserker helmet is up 'ere inside the P block

Hit the wall of cannon blocks into the next section

The first covered section – walk down behind the waterfall and jump up the slope on the other side

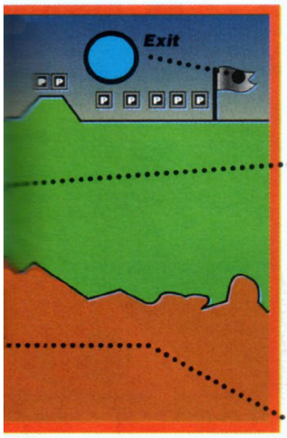


Yet another Iron Knight helmet – do you think this is important or something?

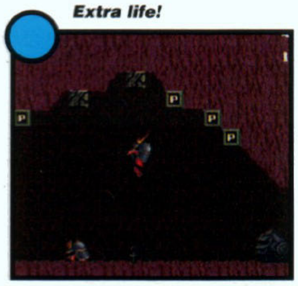


The Iron Knight helmet is in this block. Get the helmet, destroy the block and climb the wall using the C button

Red Stealth helmet for added bounce in your stride



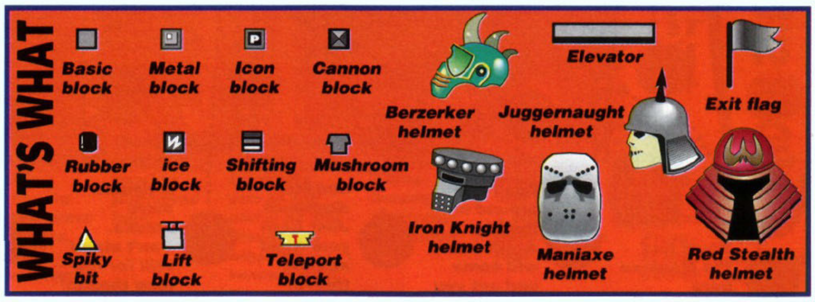
Extra life!



Smash through these blocks here to jump up

Warp pad, this takes you to the other side of the wall by the well. Beam me up Scotty...

WHAT'S WHAT


Basic block
Metal block
Icon block
Cannon block
Berzerker helmet
Elevator
Juggernaught helmet
Exit flag
Rubber block
Ice block
Shifting block
Mushroom block
Iron Knight helmet
Maniaxe helmet
Red Stealth helmet
Spiky bit
Lift block
Teleport block

and attempt to thwart the plans of a certain Middle Eastern leader – the one with a moustache like Bobby Ball.

Just input the campaign passwords below to leap straight to any of the levels without the hassles of completing the previous missions. For those who own one of Datel's Action Replay Pro cartridges check out the special panel elsewhere for a few other codes:

Level 2: Scud buster:
WQJROBZ
Level 3: Embassy city:
VLJKKTY
Level 4: Nuclear storm:
BTTIKLK

SONIC THE HEDGEHOG

Every Mega Drive owner in the whole world must have played Sonic at some time or other. Therefore it should come as no surprise whatsoever that cheats, hints and tips to help complete the blue, spiky mammal's game are in great demand.

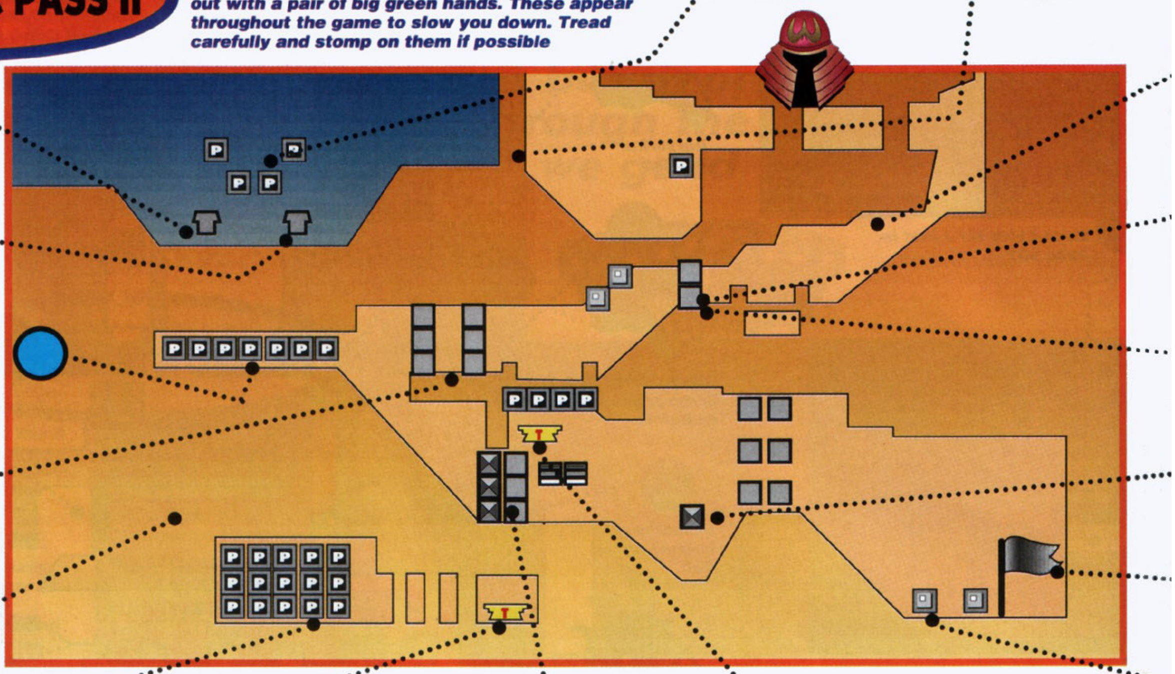
To access the level options screen press Up, Down, Left, Right, A, C, B and C. Wait until Sonic's finger is wagging and then hit both button A and Start together.

From now on you will be able to begin on any level you wish simply by selecting the appropriate option. Cor blimey gov, that's bloody handy.

HIGH WATER PASS II

The shorter of the High Water Passes this one. It's not particularly difficult, but the water creatures which pop up every now and then are a real pain.

The beginning of the level sees you battling it out with a pair of big green hands. These appear throughout the game to slow you down. Tread carefully and stomp on them if possible



A lovely Red Stealth macho samurai helmet

Don't be silly... You can walk behind this bit of wall!

Mushroom blocks that grow when you head-butt them

The crawling hands... Ugh!

Loadsa blocks 'ere. Some you can see... Some are hidden. Get the Maniaxe from the left-hand side

And another couple of disappearing walls. Don't walk through as they appear or you will die

There's a hole in the floor here... Why don't you drop in some time?

Coo! 13 little P blocks eh? Watch out for the hand in the passageway though

This transporter will take you to the bit under the bridge

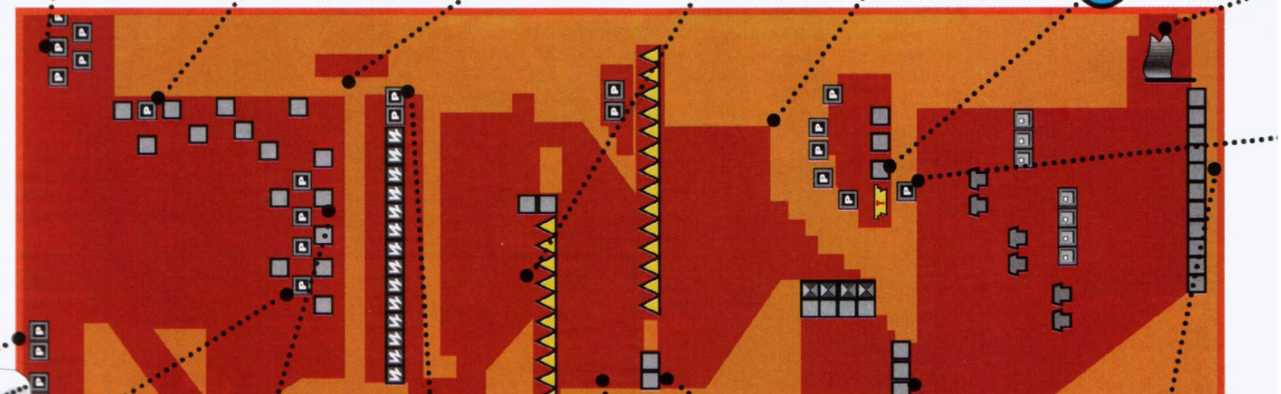
Use the cannon blocks to knock down the wall

This transporter will take you away to Elsewhere

The secret room. There's a hidde block in the top right

UNDER SKULL MOUNTAIN I

Jump at the bottom of the slopes and avoid the death skull creatures. There are also loads of goodies hidden away



More goodies up at the top!

Jump up and down here and you'll uncover a bunch of hidden blocks

Walk through the wall here and drop down

Slide down the slope and jump before hitting the bottom

The entrance to the passage is a few blocks up – jump and pull right

You'll find the Maniaxe here

Don't hang around or the big death mask will come and get you

Loadsa diamonds. Just bash your head against this lot

A couple more blocks. Don't stand still for too long though!

There's an extra life sitting in this block

Disappearing platform. Watch out!

Another disappearing section of platform

This platform will dissolve once touched

TASK FORCE HARRIER EX

According to the back of the box the only thing to do when the skies turn mean is to engage the enemy in a deadly round of air to air combat. That's all very well but I'd much rather push Up, Down, Left, Right, A and C followed by B and Start simultaneously. This gives access to a massive options screen which includes a level select. Much easier than risking life and limb in stomach churning combat.

JOHN MADDEN FOOTBALL '92

To help you handle the rough and tumble of American footy here are some of the codes for the EASN championship game:

Buffalo Vs San Francisco – DGTZ1M17
Philadelphia Vs Oakland – DNC6H6TB
San Francisco Vs New Jersey – DY93VL51
Washington (boo!) Vs Buffalo – CZSCM6JD
New York Vs Houston – CGYXR8TL
Kansas Vs Los Angeles – BHYV5BR1

SPEEDBALL 2

If you feel that you are just too hard for the puny teams in the lower divisions enter this code to jump to the top:

LCLI CWAF 06XE ya3q 2bet -ia1 gGVC

UNDER SKULL MOUNTAIN II

Not really much to do on this level! Once you've got the hang of driving the tank you won't have a lot to worry about, apart from the diamonds that run up and down between the lava pits that is. Oh, easy life!

Watch out for the spiky blocks that poke down through the ceiling

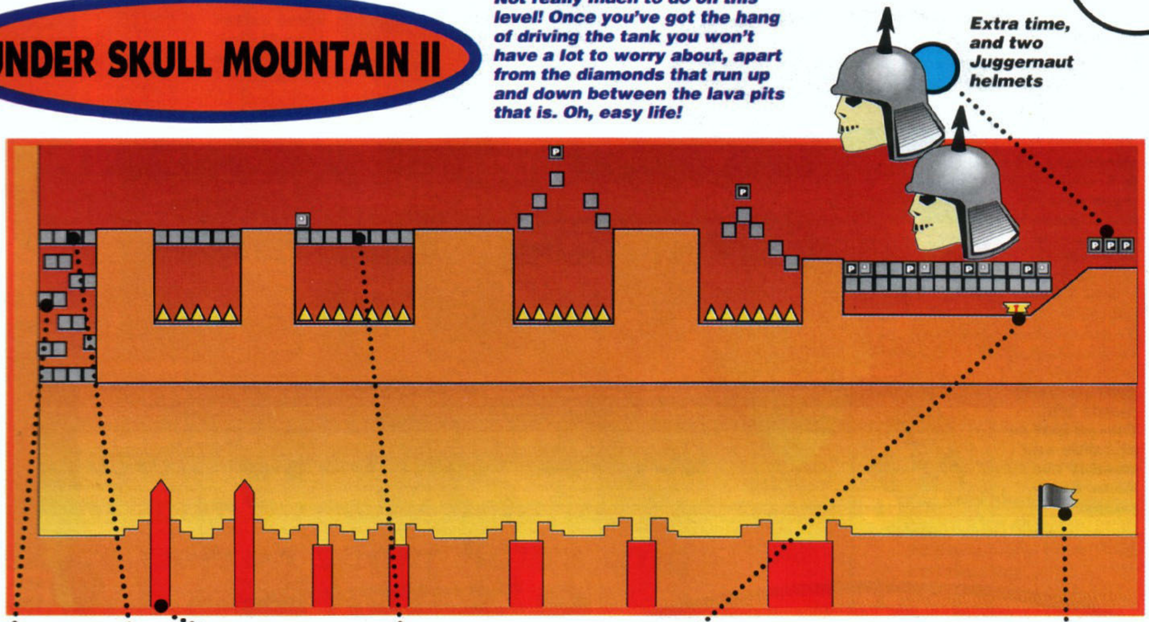
When waiting for the wall to disappear try to avoid the water creature and the slimy hand. What wall?..

...Oh, that disappearing wall!

Wallop this cannon block to knock out the wall sections to the right

Good grief! It's the exit!

Watch out for the spikes at the bottom of the slope



Extra time, and two Juggernaut helmets

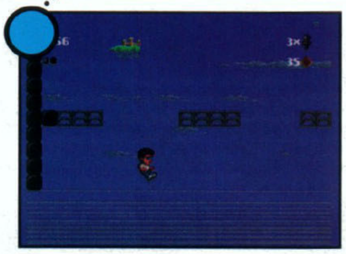
Dissolving platforms all the way down

Moving platform. Make sure your timing is right!

Lava pits with periodic lava spurts

Dissolving platform

Go down the steps (unless you're the Juggernaut) and check out the telepad. This will warp you on to another of the Elsewhere levels



The exit. There, that was easy wasn't it?

UNDER SKULL MOUNTAIN III

Would you look at the size of that level! Keep your wits about you to make it through. Oh, don't forget that there's a creature at the bottom of every slope.

The exit... The big flappy flag thing

Jump up here to get an extra life

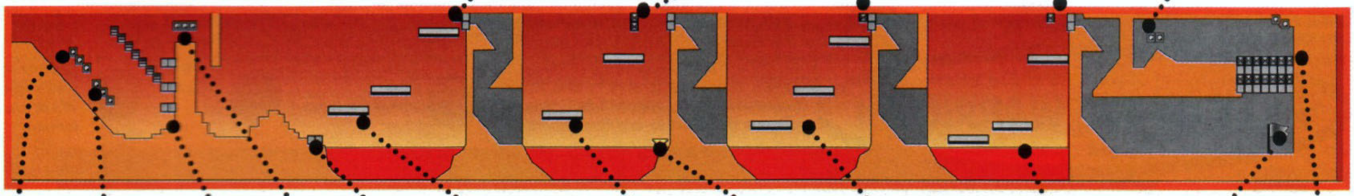
Jump up to hit the cannon block before jumping to the right

Another cannon block. Yippee

Yet another cannon section. Yippedyflip

Yet another bloomin' cannon block

A secret passage – go through and explore



Maniaxe mask

Berserker helmet. Try not to get this as the Maniaxe is infinitely better for this level

These blocks appear and disappear. Jump as the block above disappears

Jump up and down here to reveal three hidden blocks

Dissolving blocks

There are three moving platforms across this section

There are only two moving platforms here

The transporter which teleports you to the place by the dissolving blocks – remarkable!

Three moving platforms this time!

Three platforms and there's a big gap between the first two

The exit is right down here tucked away in the corner

Blocks that get mangled when walked over. Just drop with them

---

SUPER FANTASY ZONE

When the chips are down and you're about to be zeroed by the cutest bad guy this side of Cutesy World just reach out your hand and grab hold of this list of handy – but not cute – cheats.

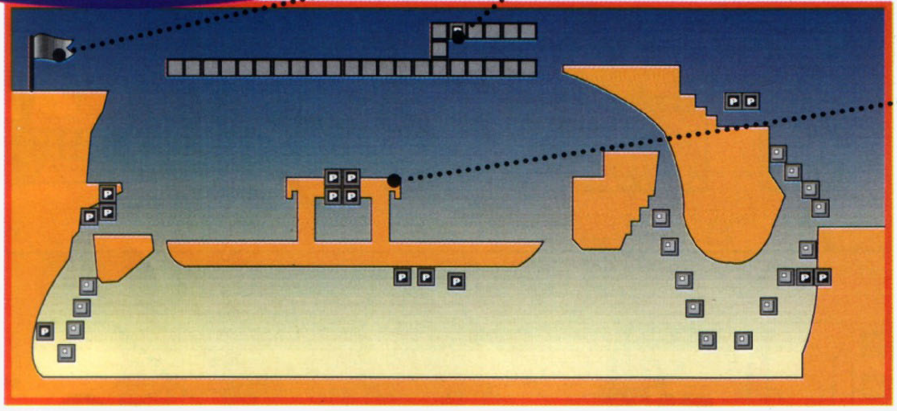
Hopefully you'll have two joypads for your machine. If you are lacking in the joypad department we're very sorry but, unfortunately, you will just have to continue your battle unaided.

To skip levels pause the game by pressing Start on the first pad. On the second hit B, the Down /Left Diagonal and Start at the same time. When you continue the game by pressing C on the first controller you will be whisked away to the next level.

If you follow the above instructions but substitute the final C for button B you will be able to alternate between No Hit (invincible) and Free Play (unlimited lives). Once you have made your selection you can return to the game by pressing Start.

ISLE OF THE LION LORD

This level is very small and is basically a good way of boosting your gem supply and helmet power. There are two lions roaming around trying to mangle you with their green sparkly magic bits. Run as fast as possible and destroy the lions. Easy-peasy.



The exit. Now was that easy or what?

There's some extra time hidden away in this block

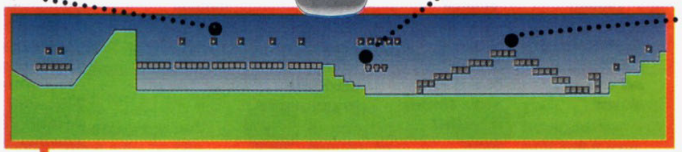
Start point – there'll probably be a lion here when you begin

HILLS OF THE WARRIOR I

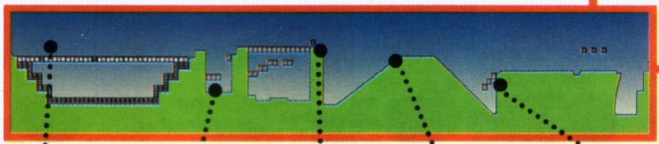
Possibly one of the most horrible levels you are likely to come across. Basically it's a run against the clock. Moving in from the left at all times is a big vicious killer machine which moves at a steady rate, so go as fast as you can to stay ahead.

The second P along is the Maniaxe. Get it and keep it

Make sure you jump across the mushroom blocks because it'll make life much easier



Once at the top hold down A and run. Jump at the bottom or you'll end up in the spikes



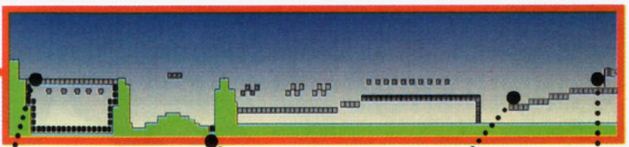
Don't tread on the cannon blocks

This block disappears, so be quick!

Knock the cannon block and then run

Duck one step down from the top of the hill

Go up the steps and across the top. It's quicker



A disappearing platform so land on a mushroom block and jump up

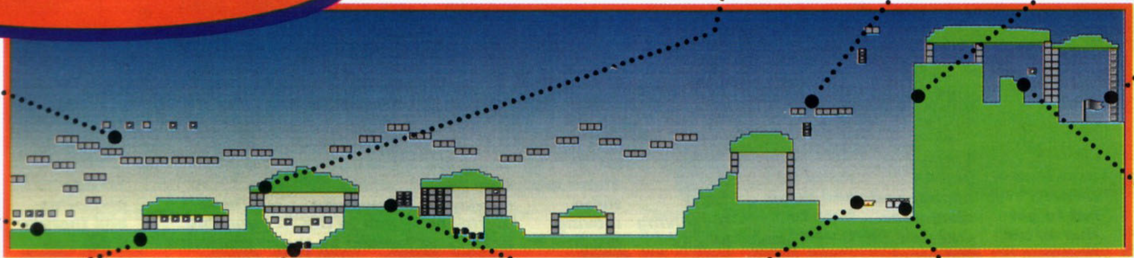
Jump on this to get over the wall

Jump up here and run across the top to the exit

And here it is. The exit

HILLS OF THE WARRIOR II

Much slower than the previous level. It's easy to get to the finish point, the only trouble is if you chase the better hidden blocks!



Going over the top is probably quickest

You can bash through here

Cannon block

A secret passage! Walk through here...

...To get to the exit

And here as well

The Berserker helmet can be found here

Bash through here to find a few goodies

Get caught down here and timing is all-important if you want to escape

A hidden platform

Teleport pad to the next level – Windy City

The elevators lead to the top of the wall

DESERT STRIKE
RETURN TO THE GULF

MEGA DRIVE PRO ACTION REPLAY CODES

For those lucky people out there who own one of Datel's extremely nice Pro Action Replay gizmos here's a few codes to help you along your way. Wait a minute though, there are some unfortunate souls who don't have access to one of amazing devices, if that's you why not phone Datel on 0782 744707 for more information?

The codes will only work on UK carts and will provide infinite lives for the listed game:

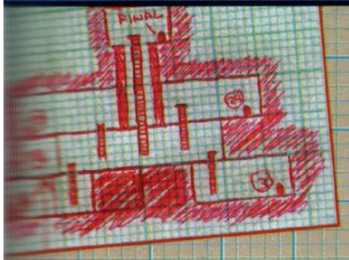
Dark Castle: FF130B0003.
Desert Strike:
FF10B70003.
Fatal Rewind:
FFE0210002.
Marble Madness:
FFAC770039.
Shadow of the Beast:
FF1A17000C.
Sonic the Hedgehog:
FFFE120003.
Stormlord: FF00250005.
Zany Golf: FFE9A20005.

SD VALIS

When the title screen appears press Up, Down, Left, Right, A, B, Up, Down and Start. Now you'll have a new set of snazzy clothes. Oh, you won't be able to die either!

MI ABRAMS BATTLE TANK

Wait for the demo screen to appear and then hit B, B, C, B, C, C, B, C, B, C, B, C and Start. You will now be invincible and have unlimited ammo. Be careful however, because you can still run the fuel tanks dry.



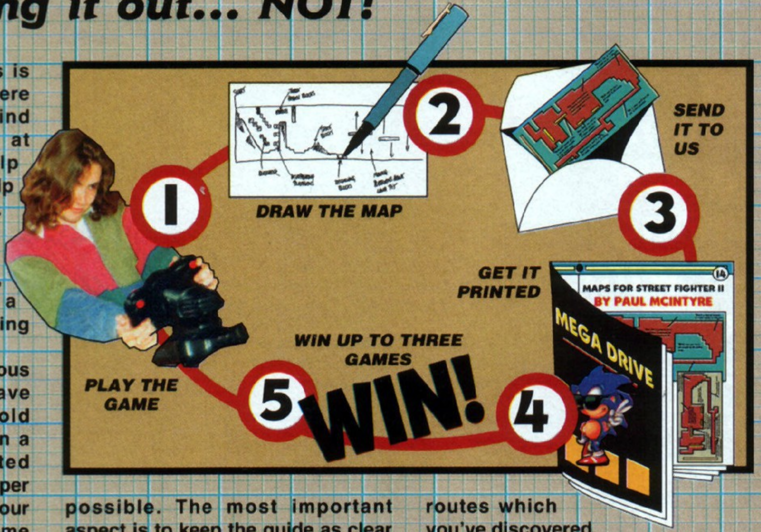
I MAP THEREFORE I AM

WIN UP TO THREE GAMES EVERY MONTH

Game maps... Well, what can we say? They're very useful aren't they? Bet you think, coo that map's really helpful, I'm so glad some nice person spent hours and hours drawing it out... NOT!

OK oiks, this is the bit where we, the kind people at *MAG*, help you to help yourselves. What we are talking about here people is mapping. Yep, the art of sitting down with a game and meticulously doodling down every important detail.

Skimming through this glorious tome you'll notice that we have proven our worth in the old cartography department. So in a blaze of sheer unadulterated genius we thought it'd be a super idea to encourage you to map your favourite games and at the same time throw in a compo.



PENCILS OUT...

Okey dokey, all you need to start with is a big piece of paper, a sharp pencil and a great deal of patience.

Load up your game and take a good long look at the size of each level. Now, try to show the layout of each screen as clearly as possible. The most important aspect is to keep the guide as clear as possible. Remember you may be able to understand it but someone else has to be able to follow it too.

OK, now go through and mark all of the important parts of the game. If there are any power-ups, difficult bits or areas worthy of note, they should be on the map.

Next, indicate the start and finish points along with any other routes which you've discovered.

Keep your map nice and big and not too complicated. Don't worry about it being pretty, we'll cover that bit.

A key to all your doodles would be useful. Just list of all the bad guys, weapons and so on, then illustrate this list with the same drawings you used on the maps. This will make life much easier for us and will improve your guide no end. Oh, it wouldn't be much use to map just the easy levels so stick to the difficult ones, unless you are attempting to map the whole game.

GAMES TO BE WON

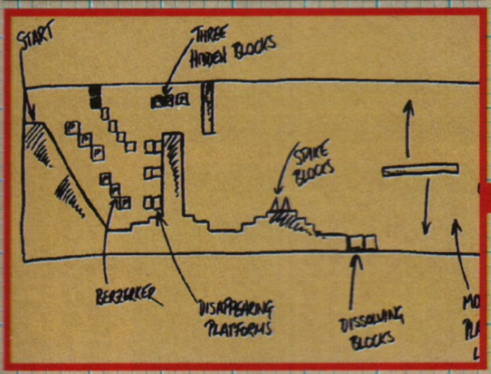
Send in something impressive and we'll make it look the biz and print the whole thing in all its glory. We will credit it to you and even put a photo in if one's sent in!

Anything printed will win you at least one game and possibly three if it's a real stunner. Just think you may never have to buy a game again: just win a game, map the game you win, get the guide printed, win another game, map it...

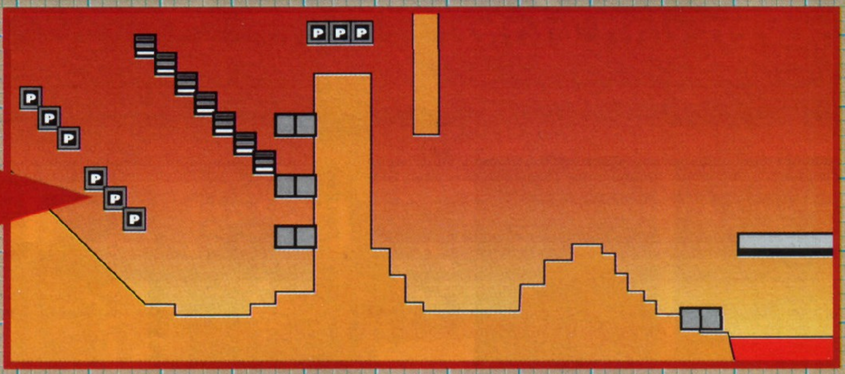
POINTERS

1. Get hold of some graph paper. Use different coloured pens for writing and drawing.
2. Decide which levels it is best to map.
3. Mark important bits such as power-ups and bonus sections.
4. Mark the beginning, the end and alternative routes.
5. Include a fully illustrated key.
6. Keep it all very clear and easily understandable.
7. Show it to someone who hasn't played the game to test it out.

THIS IS THE MAP THAT YOU SEND IN...

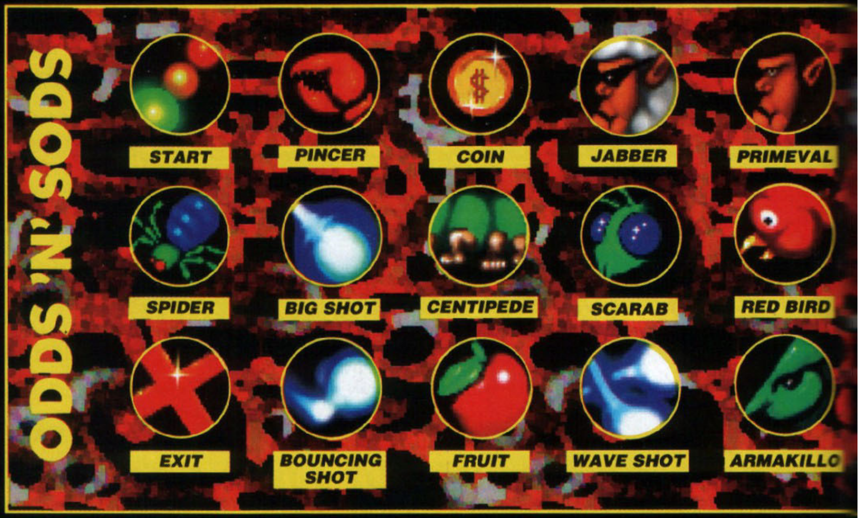


AND IS THE MAP THAT WE MAKE ABSOLUTELY GORGEOUS AND PRINT



TOKI

Although this platform masterpiece has been around for quite a while many people are still having trouble with some of the trickier stages. As a result this guide jumps straight to the end of the game to present, for your enjoyment and pleasure, the complete maps of stages six, seven and eight!

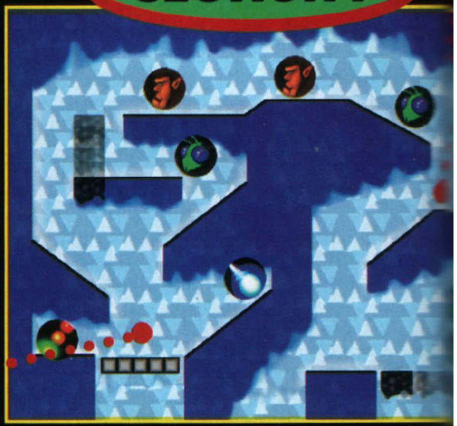


STAGE SIX

SNOW AND ICE

The platforms all over this level have a covering of incredibly slippery ice. While skidding along try to anticipate turns and jumps and slow down for them. The ice covered slopes make you slide faster and faster. Sometimes this is a bonus and at others a penalty.

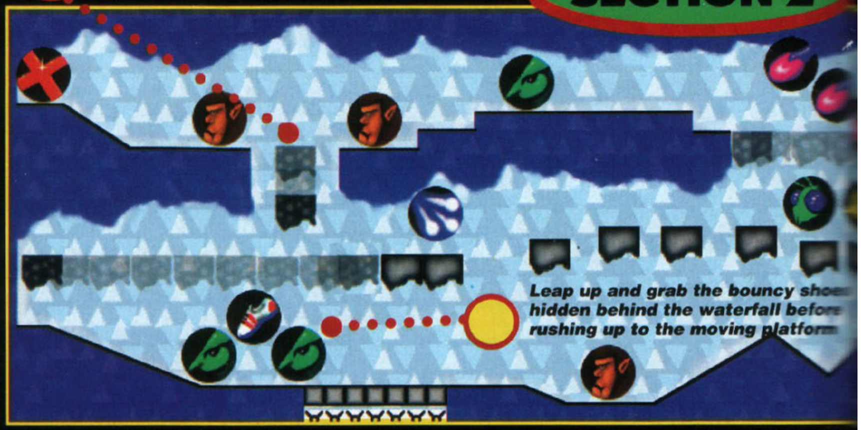
SECTION 1



Slide down the ramps and at the very last moment jump across the gap. Mess things up and crash to your doom

SECTION 2

If the bouncy shoes are still active leap onto the platform that is obscured by the cascading waterfall. Use this short cut and skip to the exit post with the minimum of fuss



Leap up and grab the bouncy sho hidden behind the waterfall befor rushing up to the moving platfor

SPLATTER-HOUSE II

If you're having a hard time battling with the mutant zombies in Namco's Splatterhouse II, then those of you who have a Action Replay cartridge will be much relieved to hear that there's a code to stop you from dying. Simply type in this code to earn yourself infinite energy:

FF00I70004.

If you don't have one then I'm afraid you'll just have to carry on the hard way.

THE FAERY TALE ADVENTURE

Enter the following code to skip to the end game:

7TR2KUL6RSZXSK6NHG
SDCB720663RI2HO785P

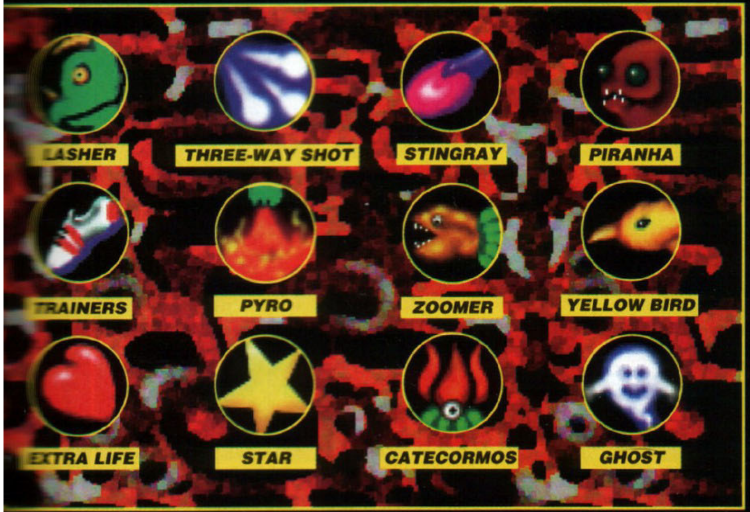
LITTLE MARUKO CHAN'S EXCITING SHOPPING

Push Up and A simultaneously while the title screen is showing to get a sound test option.

You can now annoy your friends by playing all the beeps over and over again.

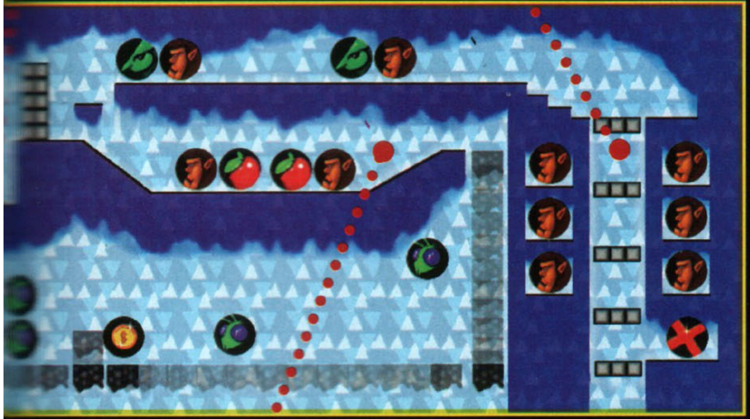
JAMES POND II — ROBOCOD

Push A, C, Down, Left and Start to jump to an amazing, and some would say splendiferous, level select page.

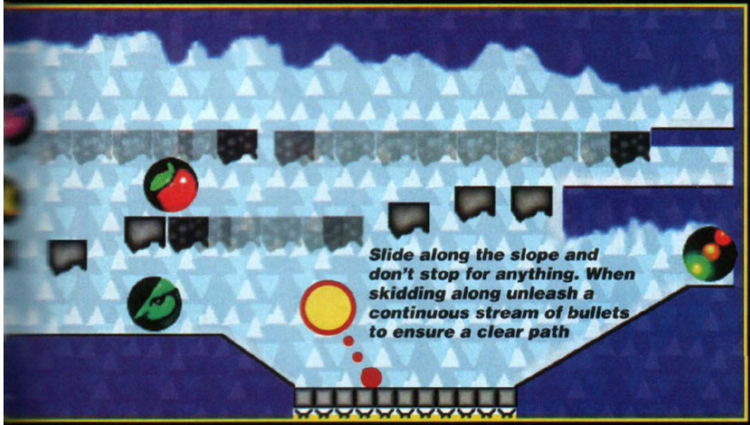


Reach this point with the big shot still active and blast through this wall. This manoeuvre allows the majority of the section to be bypassed

Jump up and down on the weak platforms to smash through to the exit

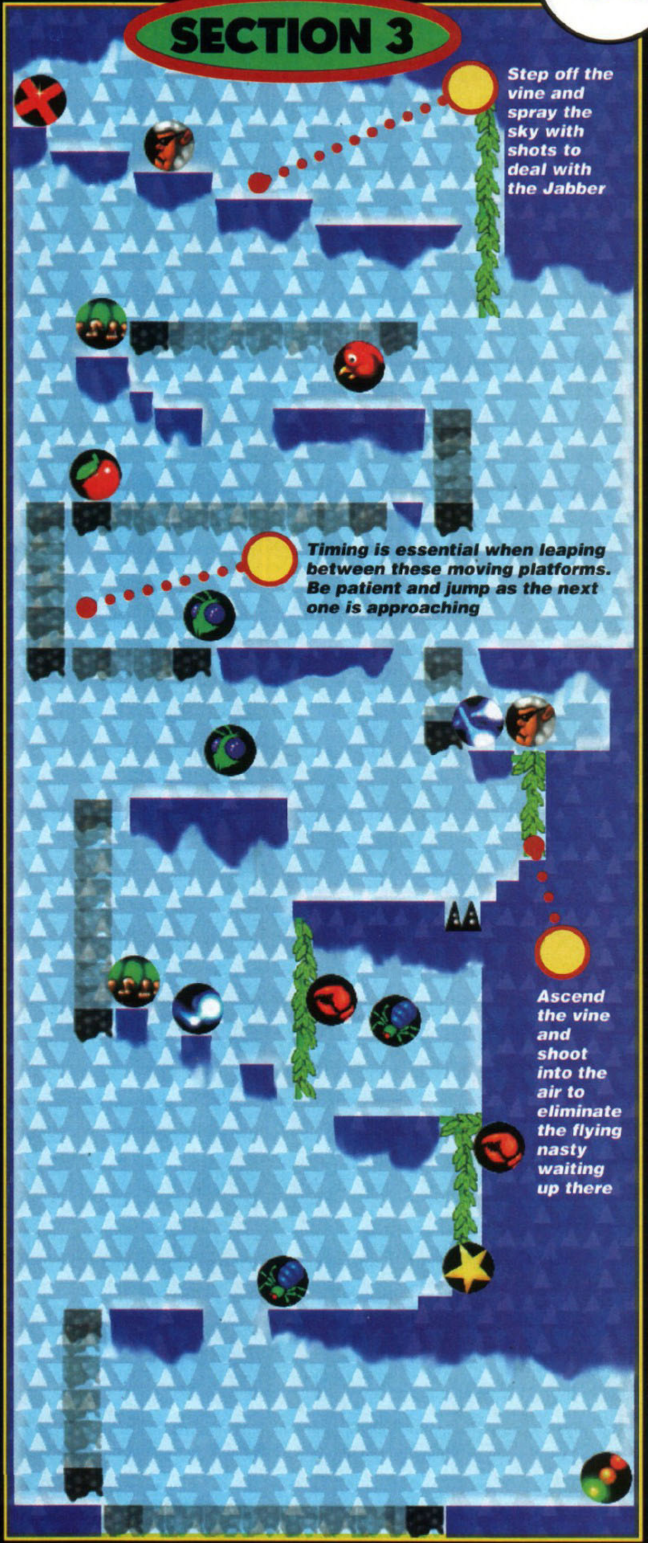


Skid down the slope while firing continuously to dispose of the two primates waiting to attack



Slide along the slope and don't stop for anything. When skidding along unleash a continuous stream of bullets to ensure a clear path

SECTION 3



Step off the vine and spray the sky with shots to deal with the Jabber

Timing is essential when leaping between these moving platforms. Be patient and jump as the next one is approaching

Ascend the vine and shoot into the air to eliminate the flying nasty waiting up there

F1 CIRCUS

To select the weather conditions fo the nest race go to the course settings screen and press Up and Start for sunny weather, or Down and Start for an overcast climate.

TAZ-MANIA

If this game has engulfed you in a whirling frenzy and you're not able to retrieve the legendary egg then enter this code into your Replay cartridge:

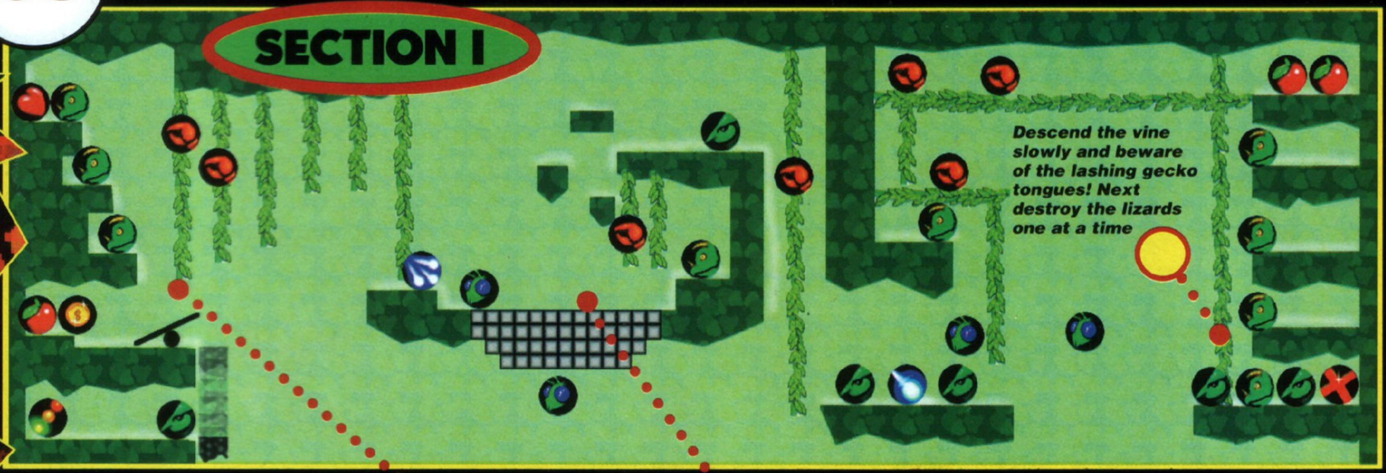
FFD45B0003.

This will allow you to kick up some dust by giving you infinite lives. For those unfortunate souls who don't have an Action Replay cart, look at next month's issue for the full Taz-Mania guide.

JASON'S TIP OF THE MONTH

Always put a joystick in yer undies to impress the girlies. It never fails when you're down at the disco and, as an extra bonus, you can have a waggle whenever you get the urge.

John finds that the ones with helicopter-style grips and plenty of red buttons give the best results but remember to tuck the lead safely in your pocket.



Descend the vine slowly and beware of the lashing gecko tongues! Next destroy the lizards one at a time

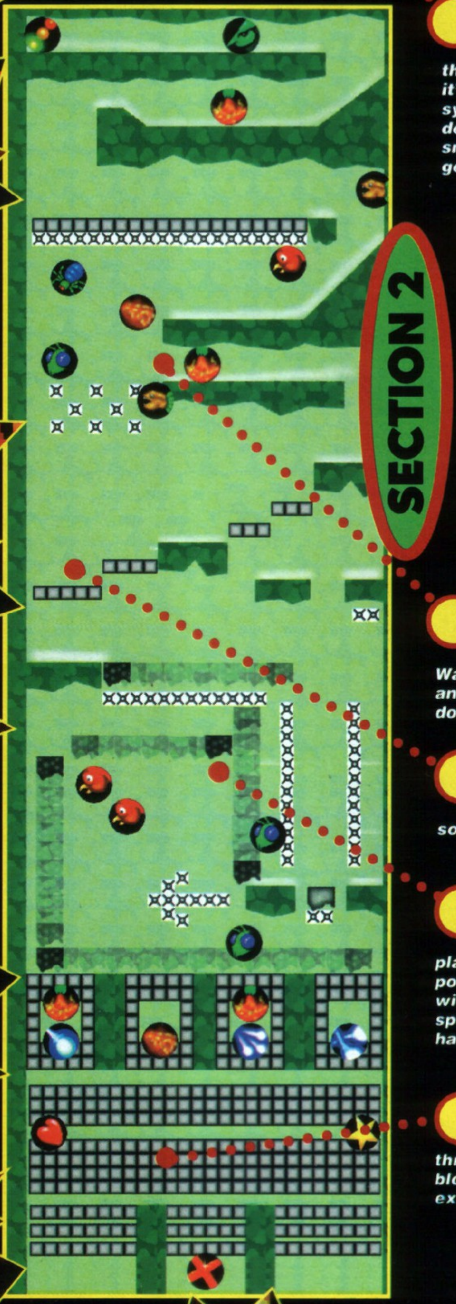
Catapult from the see-saw onto the vine where it's time to systematically destroy the snippers and geckos

Cross the crumbling blocks at top speed. A hop, skip and a zap will ensure that the platform at the opposite end is monster free on your arrival

STAGE SEVEN

IN THE JUNGLE

The jungle is teaming with life and many platforms are inhabited by creatures lying in wait. Check to see if a platform is clear before leaping onto it. If in doubt fire a few cautionary shots to clear the way.

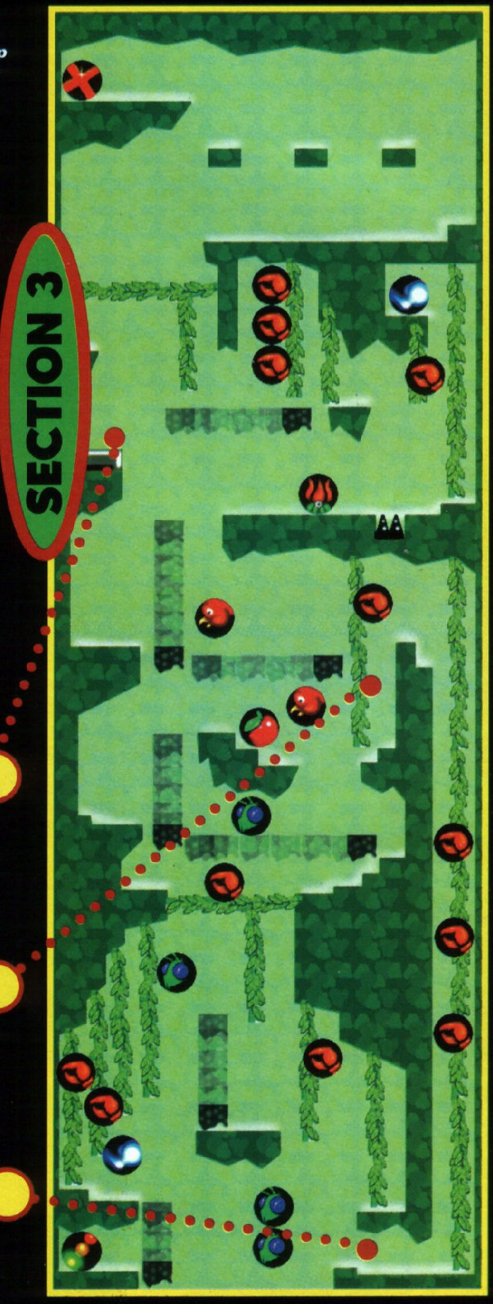


Slowly drop off the platform before pressing to the right to catch the edge of the next one. Watch the movements of the dragon and time your actions by pulling down before going in for the kill

Pause on each of the weak blocks slightly so that they collapse

Leap from the vertically travelling platform as soon as possible because it will drag you into the spinning blades given half a chance

Leaping up and down will allow you to smash through the damaged blocks and reach the exit



Practise jumping around in this green jelly stuff. This experience comes in really useful in the next level

This section is crawling with monsters. Destroy every one of them before venturing into enemy territory

Use this long vine to take a short cut to the top of the section, just climb and keep jumping to the right

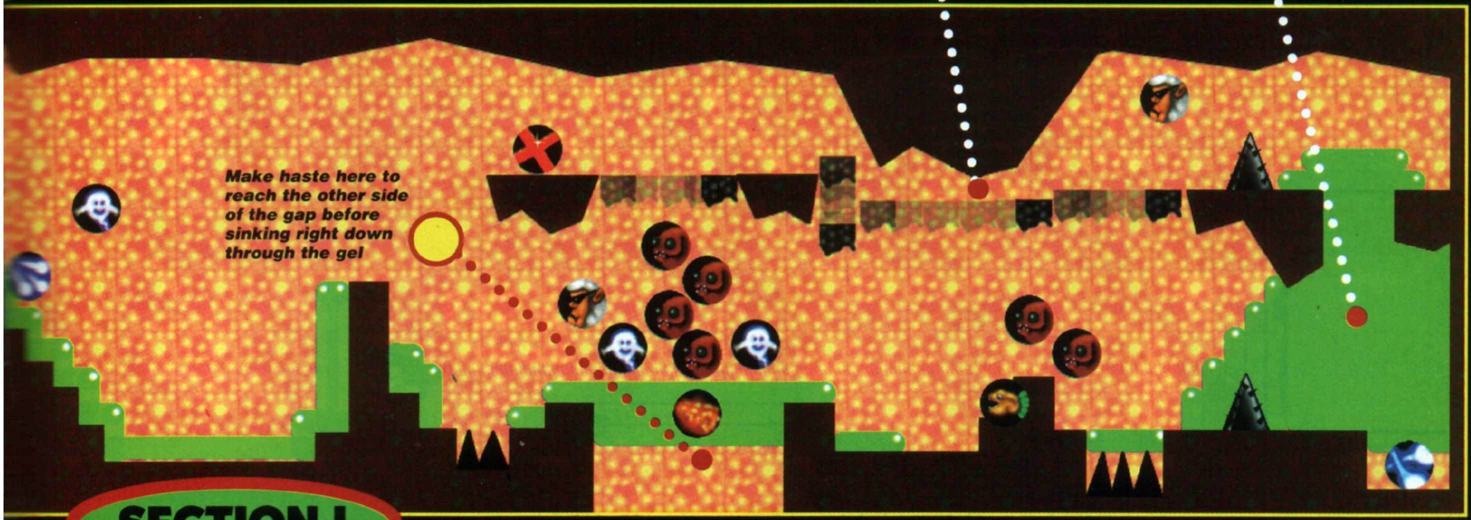
STAGE EIGHT

FIRE AND BRIMSTONE

This level is shrouded in darkness, the only illumination is provided by the glowing red rocks in the background. To see what lies ahead get some temporary light by firing a few shots, the glow from your weapon will give out a bright flash.

To avoid this low hanging roof when being carried along on the platform – duck!

To climb up through the wibbly wobbly gungy gunk to the next platform keep jumping

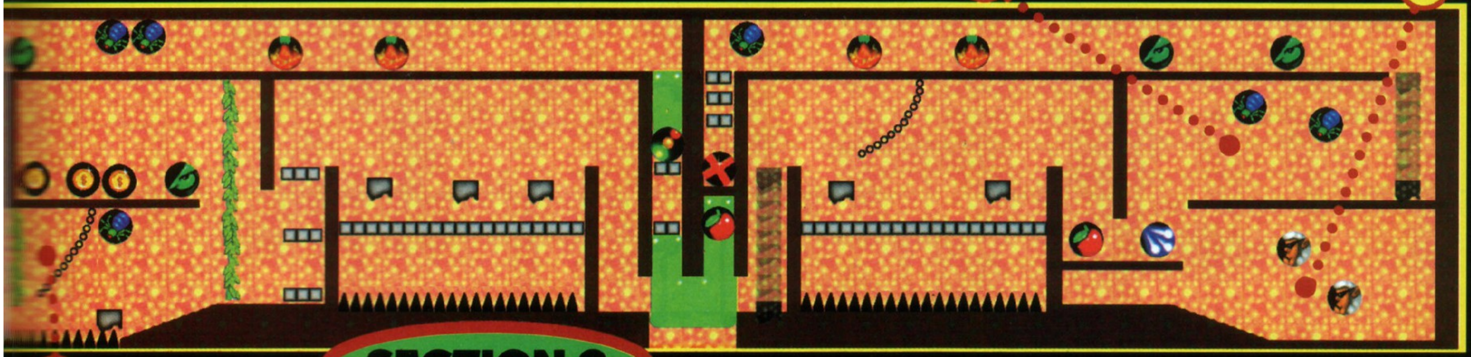


Make haste here to reach the other side of the gap before sinking right down through the gel

SECTION 1

Wander in close proximity to these spiders and they will explode, so zap them from a distance

Don't waste time and energy by engaging these two jabbers because nothing will be gained from it

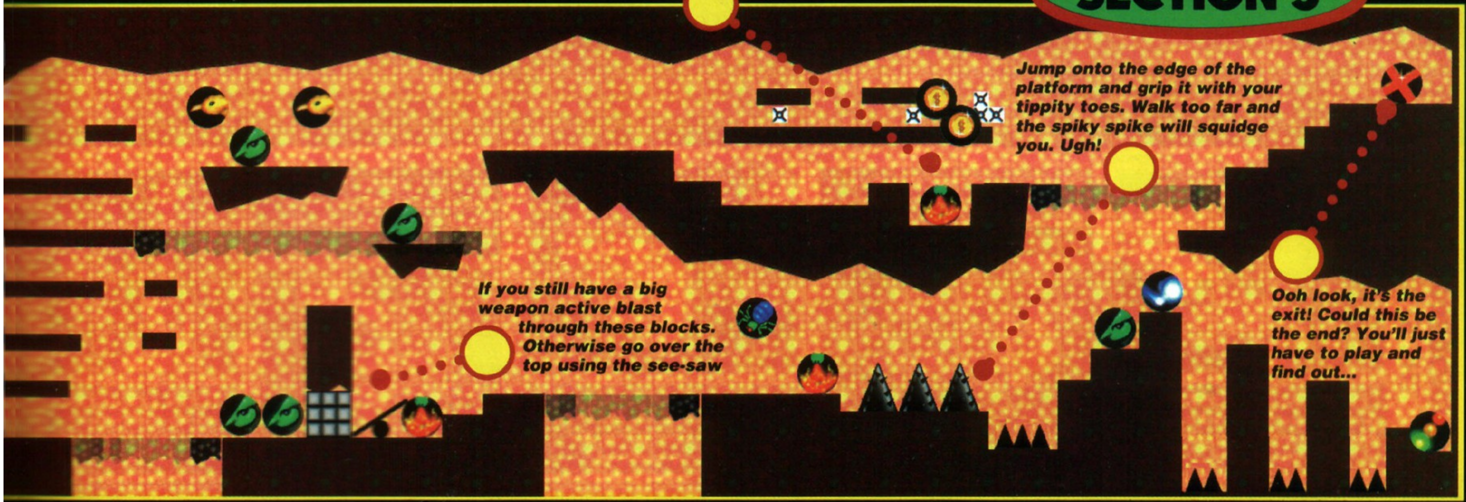


Shoot the hanging spider before leaping from the swinging chain

SECTION 2

Wait until the dragon is standing as close as possible and jump on its head

SECTION 3

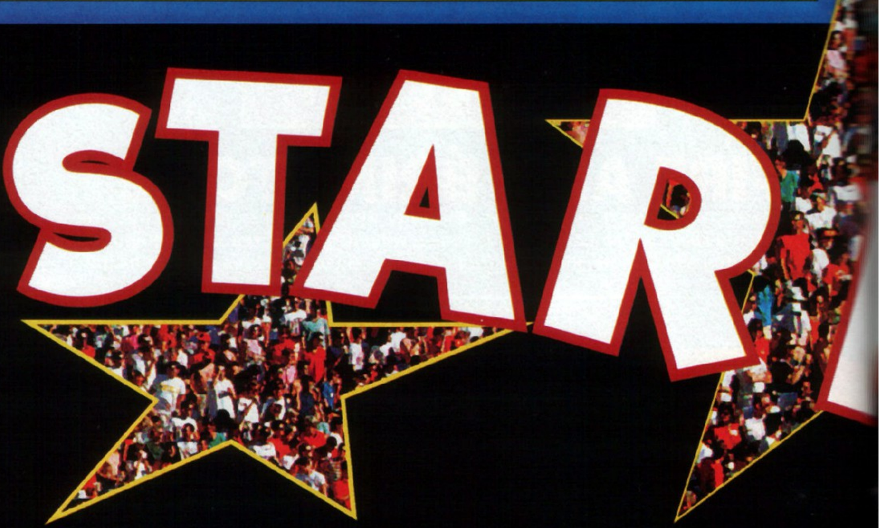


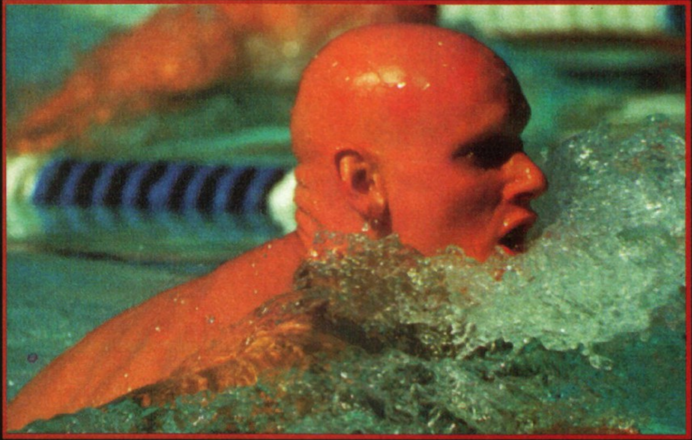
Jump onto the edge of the platform and grip it with your tippity toes. Walk too far and the spiky spike will squidge you. Ugh!

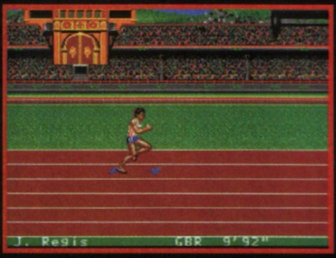
If you still have a big weapon active blast through these blocks. Otherwise go over the top using the see-saw

Ooh look, it's the exit! Could this be the end? You'll just have to play and find out...

With the '92 Olympics looming our first Star Play had to be topical. So we managed to track down Duncan Goodhew and John Regis to see how they would perform in US Gold's recently released, Olympic Gold.







100m SPRINT

This first event is straightforward, just hammer the buttons as fast as you can. A good technique and strong arms are required for record beating times.

Duncan's first attempts were abysmal to say the least, around the 15 second mark. However, after a little tutoring and a few hints he was away like a rocket. "It's what running is all about, a balls-out sprint to the finish. Am I allowed to say that in a mag? I think that it would become a dull unless played as a four player competition."

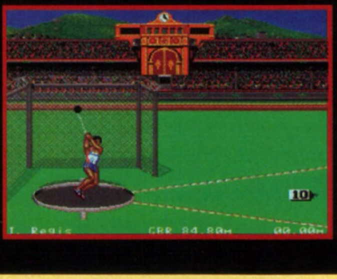
What many people don't know is that John Regis has been a confirmed Mega Drive fan, ever since he picked one up in Tokyo two years ago. He uses an Asciiware power controller, which has wider spaced buttons than the standard Mega Drive controller, and a joystick instead of a directional pad.

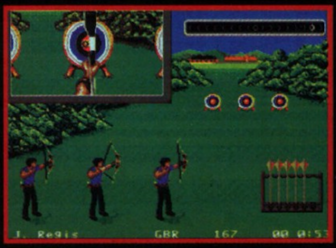
PERSONALITY PROFILE: DUNCAN GOODHEW

From the age of 15 years old Duncan Goodhew was intent on becoming the world's best swimmer. In the 1980 Olympics he finally achieved his dream and came home with a Gold medal, after beating the opposition by a significant margin.

Since then he has been awarded an MBE and taken part in the European Bob-sleigh Championships amongst many other sporting achievements. Now he spends most of his time helping charities and promoting products ranging from shampoo (?!) to eggs!

He's developed a technique for getting better times. "You see I just cheat and go like this," he proceeded to rub his index finger rapidly back and forth across the buttons. "Because if I go like this," the old two-finger track and field method, "I run 12.7 seconds and I'm not interested in that!" John's competitiveness shows through in whatever he does.





THE HAMMER

Keeping a strong button pummelling element to gauge power, the Hammer event introduces a new element: timing.

Well, for this one we went straight over to Duncan. "Either I had plenty of beginner's luck or the timing isn't very important. If you do it wrong on purpose the hammer still goes in the right direction, although maybe not as far.".

Again John's finger sliding technique was used to reasonable effect, but not without its problems. "I wish they'd made it so that the joystick controlled the running or whatever. Timing when to release the hammer is also a problem."

ARCHERY

Forgetting the hectic pace of the previous events for a few moments the archery requires skill, patience,

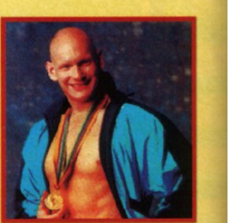
HOBNOBBING WITH THE STARS

"So all I do is press buttons A and B as fast as I can? Not very intellectually stimulating is it?"

"Having said that it is fun. First place, eh. Not bad for someone who hadn't seen one of these things before"

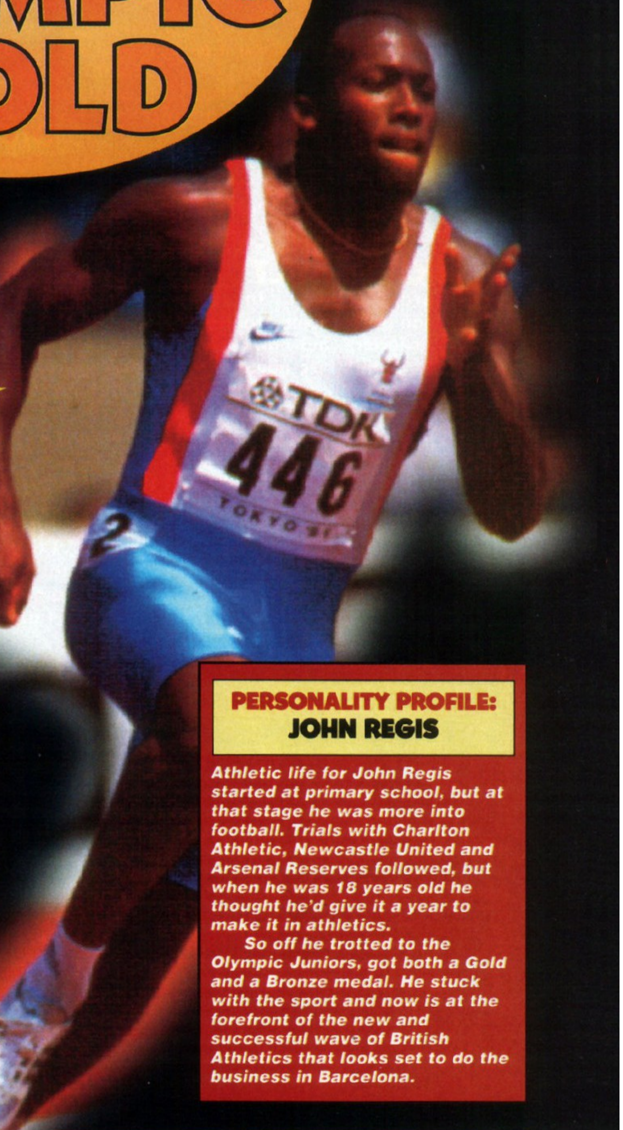
"Another medal to add to my collection. The way I'm going I'll have to buy a bigger trophy cabinet"

"Damn, I spent all day practising and then old Dunc here beats me on his first go"



"Thank you ladies and gentlemen, you're too kind. No, it was nothing"

THIS MONTH JOHN REGIS AND DUNCAN GOODHEW PLAY OLYMPIC GOLD

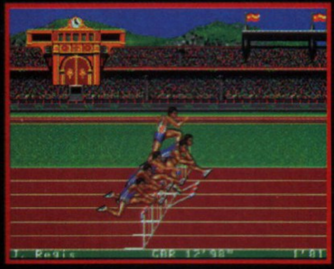


a cool head and coordination.

Initially Duncan had a hard time of with the old 'arrers'. After getting in some practice however, he began to show his true colours. "That event was actually a lot of fun and surprisingly similar to real archery. The constant movement of the bow makes it quite challenging. This is definitely my favourite part of the whole game."

John seemed to have a really good basic technique, even if he did have a few problems to begin with. "What I don't understand is what this gauge up here is." So I told him that it controlled the wind. "Oh so you've got to allow for that?" Yes, John!

Five shots later and allowing for the wind he was scoring fours and threes instead of his previous eights and nines. It seems John was better off ignoring the wind.



HURDLES

After a short break it's back to finger-breaking speed events with the hurdles.

"This was quite funny, running and jumping at the same time looks rather Monty Pythonesque. It confirms what I've always said about my running; I look like a duck!" Well, you said it Duncan. Don't worry though, I won't tell a soul that you were disqualified in your fourth race.

Abject failure was the order of the day here, again the problem of running and hitting C appeared. John felt this could be solved by having the joystick to waggle

CONTINUED

PERSONALITY PROFILE: JOHN REGIS

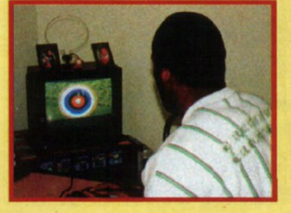
Athletic life for John Regis started at primary school, but at that stage he was more into football. Trials with Charlton Athletic, Newcastle United and Arsenal Reserves followed, but when he was 18 years old he thought he'd give it a year to make it in athletics.

So off he trotted to the Olympic Juniors, got both a Gold and a Bronze medal. He stuck with the sport and now is at the forefront of the new and successful wave of British Athletics that looks set to do the business in Barcelona.

GOSH, ANOTHER FAMOUS PERSON!

"I've had a Mega Drive for 200 years now and I have completed every game on the planet"

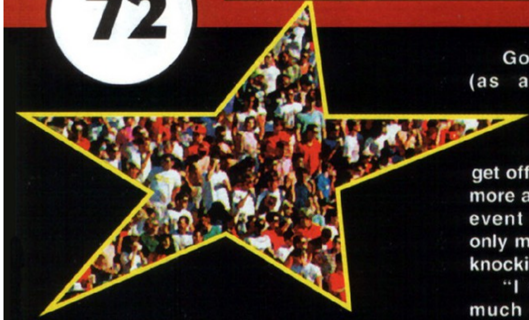
Left a bit, right a bit, up a bit, down a bit, hold it! No, down a bit, just a little to the right and... FIRE!



Tappity, tappity, tappity, tappity, tappity, tappity, tappity, tappity, tappity, tap. "Ouch, that hurt!"

"I have a cunning plan. If I wrap my fingers in a cloth I can polish my joystick while playing!"

"My superior gamesplaying skills helped me to lose convincingly"



CONTINUED

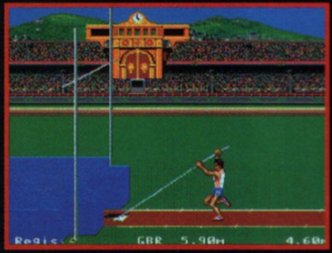
instead of buttons to pound. His time was a disaster. "When it goes horribly wrong it all goes horribly wrong."

Another point was raised here about the graphics of the events with more than one competitor. "The disappointing thing is that everybody you're competing with looks the same, it takes away the competitiveness."

POLE VAULT

The hardest event in the competition posed some problems for our reviewers, but how would the personalities fare against all the button pressing and joypad movements.

Not much said about this one, John seemed to be able to get it up without any problems, but rolling over the bar was a little more difficult. "Getting the timing right is really tricky especially after bashing away for 10 seconds."



Going for the easiest option (as advised by us) Duncan attacked this event with enthusiasm and vigour, only to fail to get off the ground. Despite several more attempts and returning to the event a few more times he still only managed to get up to the bar, knocking it off during the process.

"I think it is probably very much like actually pole vaulting with a lot of emphasis put on coordination. It is extremely hard, frustrating even. I feel that it would have been much better if something had been included to help beginners along."

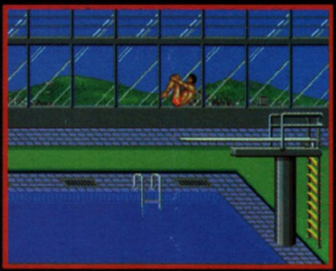
DIVING

Donning trunks and swimming cap (in some cases anyway) the water is the setting for the last two events. First up being the diving; timing and skill are required here. It doesn't matter how fast you hit the buttons if you're pressing them at the wrong time.

John was having a few problems with this one. Not surprising though, it is one of the two most difficult events. "I'm still finding it a problem to understand what the hell I'm doing on the diving, but then once I do maybe I'll get 100 points."

After achieving a reasonable score with an easy dive Duncan was satisfied, but seeing all the options available made him curious, he just had to try a few out. To say the results were impressive is an understatement.

"I'm not very good at diving myself, the heights scare me! As far as the game goes I like the menu system for constructing a dive, almost everything possible in the real world can be done in the game, and the trainer is a superb feature. It makes things easier to grasp for the beginner."



SWIMMING

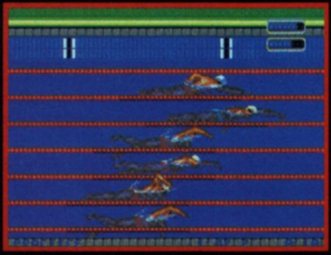
The second of the pool events is the 200 metres freestyle. This event requires sound judgement and discipline. If you tear away at the beginning you'll be left treading water at the halfway stage.

Upon seeing familiar ground Duncan became very confident and was raring to go, but this happy state of affairs only lasted for one race.

"My arms are beginning to ache now, the real thing isn't as painful! I'm disappointed with the swimming, more could have been made of the start and tumbleturns. As it stands it's nothing more than the sprinting."

"I find this event difficult because it isn't really an all-out basher", John explained. "It's hard to know how fast to hit the buttons, I mean I've read the book and it says if you go too fast they pull up and if you go too slow they come last."

It's the quintessential dilemma of the long distance swimmer. "You never really know just how hard to go."



100 OLYMPIC GOLD PIN BADGES UP FOR GRABS

Seeing as they're dead chuffed about have the official Olympic license deal and everything, US Gold have had a limited run of these natty little badges knocked up to give away. Apparently there are only 5,000 of these in the whole world, and we've got 100 of them to give to you 'orrible lot. We could make a wad if we kept 'em and flogged 'em but we're all super, lovely, kind chappies and chappesses here, so you can have them.

TONGUES AT THE READY

All you have to do to get your hands on one of these sparkly little gold things is write the most scrounging butt kissing letter you can lower yourself to manage. Gifts and bribes will be considered, only literary genius will be rewarded. Send your entries to:

I'd Do Anything For an Olympic Gold Badge,
Mega Drive Advanced Gaming,
Waters Green House,
Waters Green,
Macclesfield,
Cheshire SK11 6LF.

Barcelona '92
OFFICIAL LICENSEE
U.S.GOLD

We would like to thank Duncan Goodhew and John Regis for their help in making this article possible.

THE FINAL ANALYSIS

DUNCAN GOODHEW

"Some of the events, especially the pole vault, need a trainer similar to the one found in the diving, to show the beginner what to do. As far as it goes it is quite a laugh but nothing more, just something to do instead of watching the TV. It won't replace the real thing, it doesn't capture the same excitement."

JOHN REGIS

"I wouldn't put it up as one of the best games on the Mega Drive, and I've seen quite a few, but on the whole it's not bad. If they'd included a few more track and field events and left out the archery I think it would have had a wider appeal"

SCORES ON THE DOORS

DUNCAN GOODHEW

100m:	10.20 seconds
Hammer:	56.75 metres
Archery:	50 points
Hurdles:	18.53 seconds
Pole vault:	4 metres... almost
Diving:	55.20 points
Swimming:	2.110 minutes

JOHN REGIS

100m:	10.32 seconds
Hammer:	71.3 metres
Archery:	137 points
Hurdles:	15.8 seconds
Pole vault:	Failed on 5.90 metres
Diving:	51.05 points
Swimming:	2.005 minutes

"Can we have a comment please John?", "Well, erm, out of 12 I'm, um, twelfth."

READER SURVEY

To produce this magazine has taken us hours and hours of hard work. We haven't slept for three weeks, everyone has been working continuously around the clock to produce a periodical that we would be proud of. There have been a few casualties along the way. Pam, Jon and Jane are taking a nice rest in a mental hospital; John turned down the chance to appear on Top of the Pops and even Julian forgot to go down the pub one evening!

Despite all of the mental and physical torture we've endured we are going to go through it again, but this time we want the results to be even better. So stab us in the back, kick us while we are down, tell us which bits of the mag you really, really hated. To make things even easier all you have to do is fill in this nice form and post it to us. We might even send out some prizes to a few lucky people.

1 Name (don't miss out that embarrassing middle name) ....
....

2 Address & phone number ....
....
....
....
....

3 Age (don't lie) ....

4 Sex (snigger, snigger) ....

5 If female do you mind if we come around with a camera and... actually, forget that one.

6 Occupation – don't jazz it up..
....

7 Approximate monthly income (it's more than me I'll bet)..

8 How many people have read your copy of Mega Drive Advanced Gaming (the skinflints)? ....
....

9 Which of the following magazines do you regularly buy?
- ☐ C&VG
- ☐ Mean Machines
- ☐ MegaTech
- ☐ Sega Force
- ☐ Sega Power
- ☐ Sega Pro
- Other..

10 Do cover mounted gifts persuade you to buy magazines?..........................

11 Have you ever visited Selsey Bill? ....

12 Which consoles do you own (only your fave three)? ....
....
....

13 Do you own an Action Replay or Action Replay Pro?..........................

14 What type of games do you prefer (rate 1, 2 and 3)?
- ☐ Shoot'em-up
- ☐ Beat'em-up
- ☐ Role-playing
- ☐ Platform
- ☐ Racing simulation
- ☐ Sports simulation
- ☐ Arcade adventure
- ☐ Flight simulation
- ☐ Puzzle and quiz

15 How often do you purchase games?
....

16 Do you think that Mega Drive games are too expensive?..........................

17 Do you intend to purchase any of the following in the next six months?
- ☐ Mega-CD
- ☐ Wondermega
- ☐ Game Gear
- ☐ Master System
- ☐ Super NES
- ☐ NES
- ☐ Game Boy
- ☐ Atari Lynx
- ☐ Neo Geo
- ☐ Monitor
- ☐ Joystick/joypad
- ☐ Action Replay Pro

18 Do you buy 'grey import' carts?...........

19 Do you think that ElDorado is a complete waste of £10,000,000? ....

20 Do you prefer to read reviews:
- ☐ As early as possible
- ☐ Just before the game is released

21 How do you rate *MAG* against its competitor publications (think carefully)?

	Better	Same	Worse
Page design	☐	☐	☐
Cover	☐	☐	☐
Writing style	☐	☐	☐
Content	☐	☐	☐
Screen shots	☐	☐	☐
Information	☐	☐	☐

22 Given a total of 80 pages how many would you give the following articles?
News ....
Reviews and previews ....
Players' guides ....
Special features ....
Mega File ....
Letters....................................

23 If you could change one thing about *MAG* what would it be?
....
....

24 Have you ever bought a product because of advertising?
....

25 Have you ever bought a product because of a complementary review? ....

26 Who is your favourite Trumpton fireman?
- ☐ Hugh
- ☐ Pew
- ☐ Barney McGrew
- ☐ Cuthbert
- ☐ Dibble
- ☐ Grub

27 What is your favourite TV programme?..........................
....

28 What is the last movie you saw?
....

29 When was the last time you purchased some underwear?..................

30 What's your most stickiest moment? Attach an extra sheet if it's a good one ....

*When completed send your survey to:
Readers' Wives – shit! – Survey,
Mega Drive Advanced Gaming,
Maverick Magazines,
Waters Green House,
Waters Green,
Macclesfield,
Cheshire SK11 6LF.*

LET'S GET QUIZZY

Whey-hey, it's compo time. We've got nearly £2,000 worth of prizes to give away, including Electronic Arts software, 15 Turbo Power Pads, Special Reserve memberships, a Sega Action Chair, plus... There's a comp to suit everyone so read on and WIN!

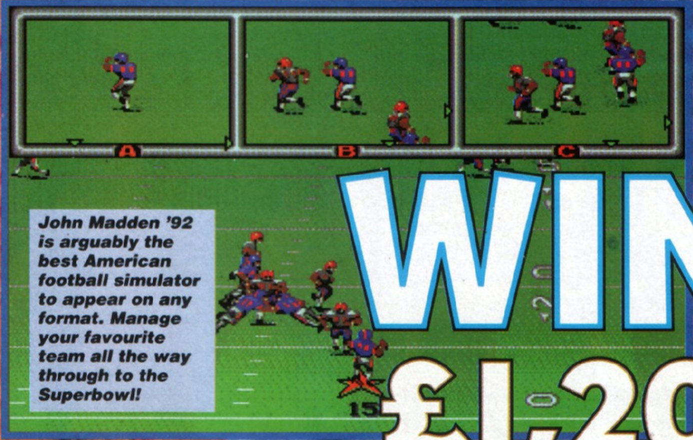
Send your entries to: Mega Drive Advanced Gaming, Waters Green House, Waters Green, Macclesfield, Cheshire SK11 6LF.

Make sure they are in by 14th September 1992.

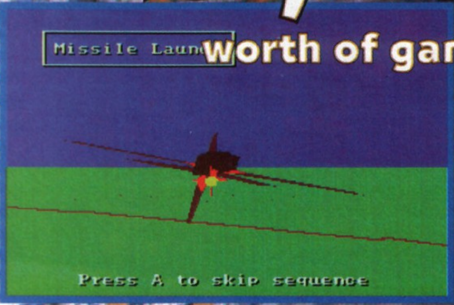
MEGA

ELECTRONIC ARTS GIVEAWAY

Desert Strike, one of EA's most popular and best selling games on the Mega Drive so far. Take command of an advanced attack chopper and fly behind enemy territory to blow the living daylights out of an Arab fascist dictator. Loads of wholesome fun for all you blast 'em freaks



John Madden '92 is arguably the best American football simulator to appear on any format. Manage your favourite team all the way through to the Superbowl!



F-22 Interceptor was the very first 3D flight simulator to appear on the Mega Drive. Fly numerous missions all over the world either commie bashing in the Baltic or Saddam chasing in the Middle East.

WIN! £1,200 worth of games

As you may, or may not, be aware Electronic Arts are one of the biggest suppliers of Mega Drive software in the world. In the next two months alone they have seven titles on the way including Twisted Flipper and LHX Attack Chopper, previews of which you'll find elsewhere in this very issue.

As a special treat we have copies of 25 Electronic Arts Mega Drive games to give away in our special first issue competition. There is everything from Desert Strike to John Madden on offer.

The winner of the first prize will get a stonking 10 games and there will also be 15 runners-up, all getting one cart each.

So what do you have to do to get your hands on this little lot eh? Run naked through Bedford High Street screaming "I'm a gnu"? No. We would be very impressed if you did, but it won't be necessary. All we want you to do is answer one question and fill in one of those really annoying tossy tie-breakers.

NO PROBS...

1 The question is quite simple really, all we want to know is what the first Mega Drive game to be released from EA was. Easy, bet you all know that.

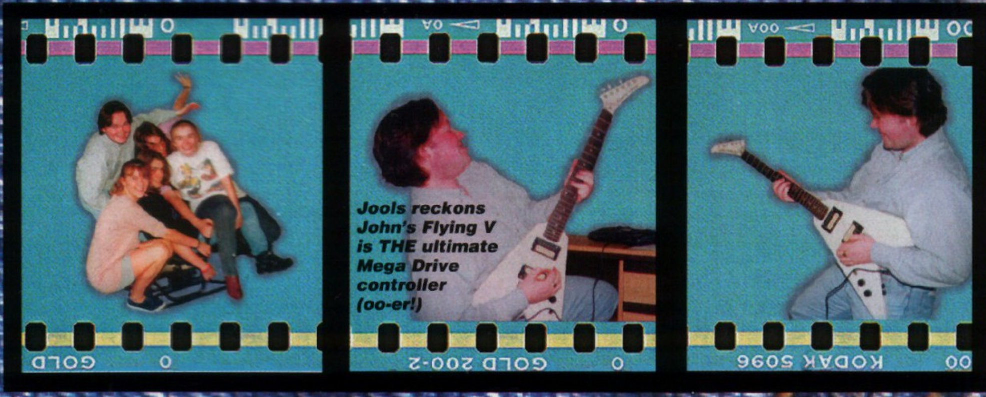
Right, here's the really crappy bit. We want

2 you to complete the following sentence in exactly 17 words. Not 16, not 18, but 17 words, one of which must be 'CHICKEN'. Why are we doing this? Because we're bastards and want to keep all the games.

Okey dokey, the sentence is: I REALLY, REALLY WANT ALL THOSE GAMES SO MUCH THAT I'D...

Not bad eh? Easy, anything goes!

The address is at the top of the page. Oh, call your entry: I LOVE MY CHICKEN.


Jools reckons John's Flying V is THE ultimate Mega Drive controller (oo-er!)

WIN A DENIM JACKET

You may be wondering what the hell a Denim Jacket is doing covering the entire surface of this super-duper spread, well I'll tell you shall I.

The arty person in this nut house (that's me, the arty person that is, not the nut) thought it looked damn pretty. Well there you are, that's it, anyone got any objections. Well...

This all sets the scene for giving a denim jacket away, so send in the most appealing piccy of one that you can manage. Remember it's a girly choosing the winner so...

WHOPPER

SIT ON MY STICK...

Drooled over the Sega Action Chair but found that it's far too expensive? Ever wondered what sitting on a joystick and wiggling your bum around is really like? Well, we're giving you the chance to find out in our extremely generous first issue competition.

If you want to slip your cheeks into the injection moulded plastic of this ingenious device read on.

All you have to do is get your creative juices flowing and design a next generation controller for your fave game. It doesn't matter what it is, the sky's the limit!

DESIGN TIME

Be it a gyroscopic-make-you-puke-whilst-spinning-upside-down controller for Sonic (à la Lawnmower Man) or a pogo ball bouncer for Robocod, we want to know what your imagination can dream up. All you have to do is get your crayons out and draw something that looks suitably spectacular.

Alternatively, if you're feeling particularly creative, and you've got a fair amount of spare time, why not try and build a mock-up and send us a photo. Obviously we don't want any circuit diagrams or any of the clever stuff (unless of course you are exceptionally brainy), we just want the unit itself.

If you manage to impress us suitably we'll print the best design and send the winner the chair. As an added bonus, we've all sat in it already, so you can share botty sweat with your favourite magazine's staff members. Coo! Send your designs to BOTTY SWEAT at the address at the top of the page.

WIN!
WORTH
£100
SEGA SIMULATOR II
CHAIR
GOLD

RESERVE SOME TURBO POWER

£420 Special Reserve goodies

Here's a rather natty little compette that we have struck up with Special Reserve.

You'll have no doubt noticed our petit feature which is all about MD Appendages. Looks good doesn't it? Well, as you will notice the Turbo Power Pad came out on top as the best replacement joypad you can get for your Mega Drive.

Anyway, we've got 15 of the little blighters to give away, along with as many Special Reserve memberships, which you get discounts of loads of games. All that you have to do to stand a chance of winning is write a limerick containing the word JOYPAD. Easy or what? We even had a go and came up with this effort:

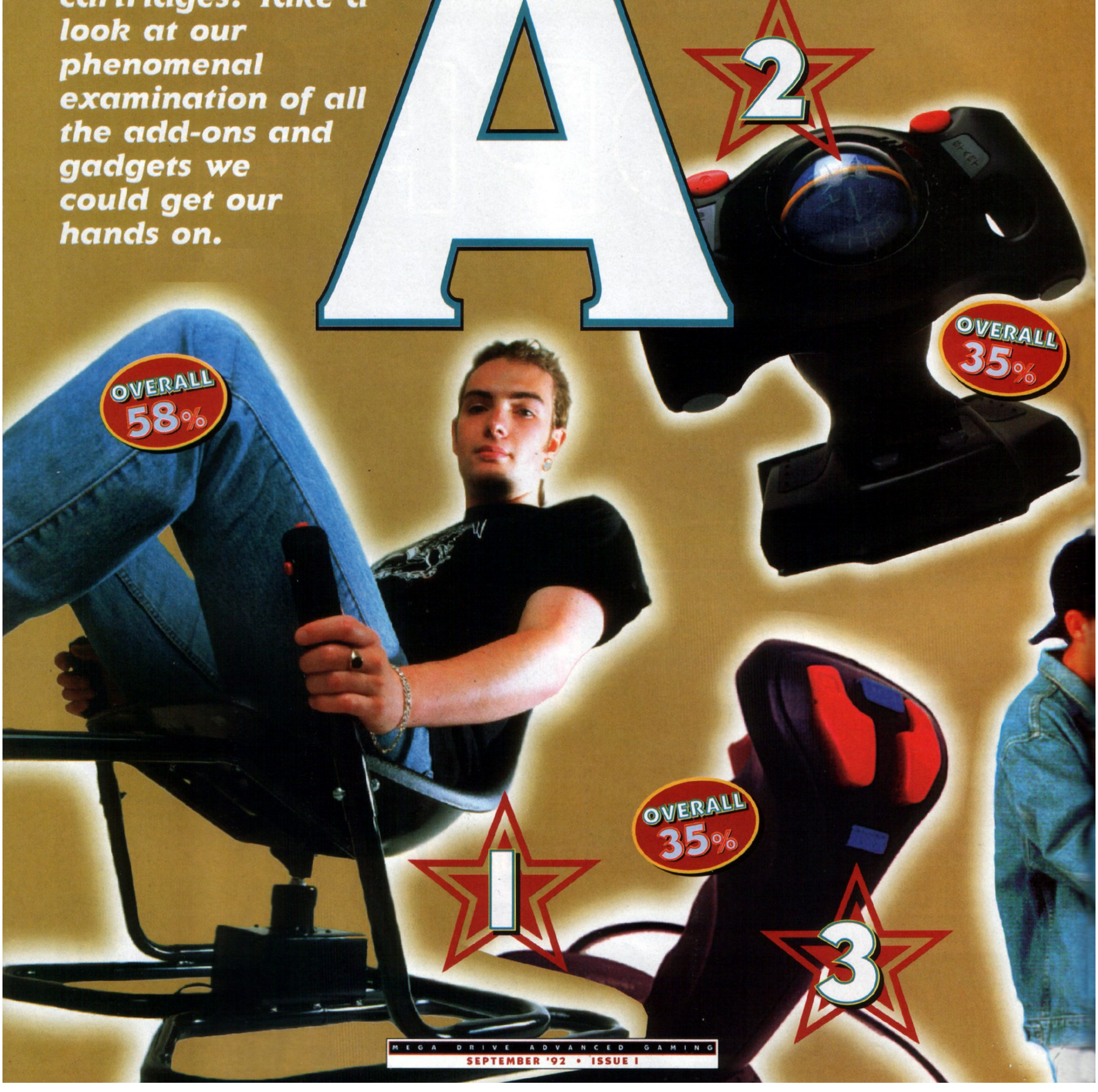
When he twiddles with his
Turbo Joypad,
Dave ain't a boy, he's a lad,
He gives it a prod,
The dirty old sod,
Then loses control of his
bladd(er)!

Write to: I WANT TO WHAP IT ON to the usual address.

Special Reserve
Games Club

APPEN

OK, so you've got a Mega Drive, but what can you fritter away all your money on apart from just the cartridges? Take a look at our phenomenal examination of all the add-ons and gadgets we could get our hands on.


2
OVERALL
35%
OVERALL
58%
OVERALL
35%
1
3

DAGES

OVERALL
45%
STRIKER™
RAPID-FIRE
START
TRIGGERS
STEREO JACK
4
5
6
GENESIS
16-BIT
SEGA

SEGA SIMULATOR II ACTION CHAIR

Supplier: STI • Price: £99.99

1

A joystick that you sit on (oo-er) has to be one of the greatest novelties you could ever want. The unit itself is quite comfortable and reasonably sturdy.

On games such as Afterburner or Super Thunderblade the chair shows its true colours. The control method required for these games is perfect as you can lean into the movement just as you would flying a plane or a chopper. For 100 smackers I wouldn't buy one, but if someone gave me one...

USEFULNESS	....41%
SEX APPEAL	...82%
VALUE	....15%

• •

AVIATOR 3

Supplier: Quickshot • Price: £34.99

2

The Aviator 3 is a gargantuan controller measuring in at a foot across and six inches high. On its yoke there are all the relevant control buttons. The bad news is that the up and down switches are wired up backwards, so that it can work just like a real plane. However, F-22, the only flight sim for the MD, already anticipates this and pulling back on the Aviator makes you go down. Great R&D there Quickshot!

USEFULNESS	...25%
SEX APPEAL	...45%
VALUE	...20%

• •

PYTHON 3

Supplier: Quickshot • Price: £10.99

3

This is a three button joystick; one trigger and two thumb buttons, plus start and turbo switches. Its sleek variation on the classic joystick is very pleasing to the eye. However, with possibly the most unresponsive set of fire buttons this side of my grandmother, it becomes a nightmare to use within about five minutes. This is not what's needed when firing 100 rounds a minute. Even though it looks the biz, I have to say that this is a crap joystick.

USEFULNESS	...30%
SEX APPEAL	...85%
VALUE	...28%

• •

MENACER

Supplier: Sega • Coming Soon

4

On the way from Sega is the Menacer; a violent looking contraption made up of three interlocking sections which can be assembled in a variety of combinations to suit different gameplay styles.

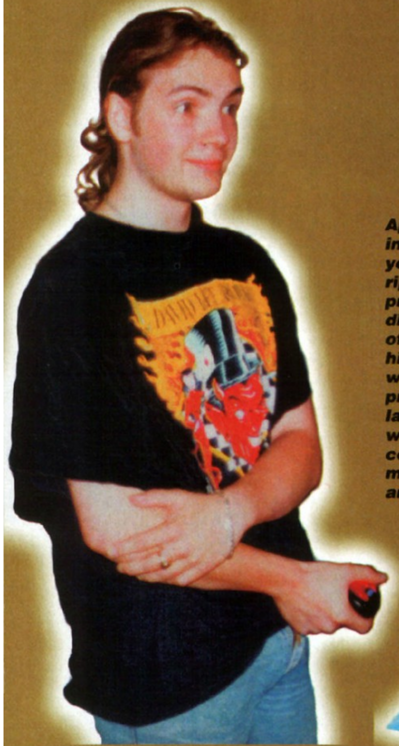
In the past, the biggest problem with light guns has been the lack of software support for them. Obviously you get a bunch of games with the unit and there are further titles in development. But at present the only third party title that we're aware of is Acclaim's forthcoming Terminator 2 arcade conversion.

CONTINUED

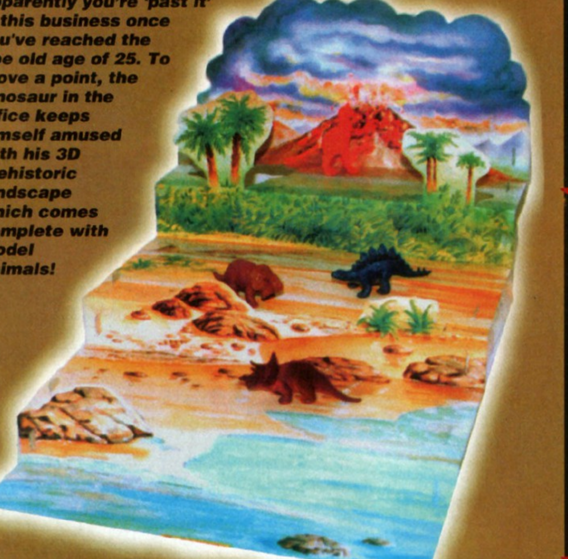
CONTINUED

7
OVERALL
78%

John recently had problems with his joystick not sticking to the desk. Fortunately though he has found the solution. He insists that this method works best for shoot'em-ups



Apparently you're 'past it' in this business once you've reached the ripe old age of 25. To prove a point, the dinosaur in the office keeps himself amused with his 3D prehistoric landscape which comes complete with model animals!



PRO ACTION REPLAY VERSION
OVERALL
70%
8
MEGA DRIVE
PRO ACTION REPLAY VERSION
16-BIT

STRIKER

Supplier: Beeshu • Price: £24.95

5

The candy coloured clown time joypad is here, complete with comedy nose – it's non other than the Striker. Not only are the fire buttons moulded in fetching (or should that be retching?) shades of Day-Glo blue, red, and green, but the yellow four way controller comes with inserts to turn it into a mini thumbstick. These gadgets are red hence the comedy nose reference. Unfortunately they do little to make it any more use than your existing controller.

USEFULNESS ...50%
SEX APPEAL 10%
VALUE ...50%

MEGA-CD

Supplier: Sega
Official UK release: November

6

Effectively doubling the power of your machine the Mega-CD gives extra graphics handling abilities including scaling and rotation, whilst adding the bonus of CD quality sound and music. With a projected UK release price of around £200 it looks as though Sega have a real barnstormer on their hands. As with any new piece of hardware though, a machine is only as good as its software. The Jap software is a little shoddy, so let's hope the US and UK stuff rectifies this!

TURBO POWER PAD

Supplier: Dragon Technology
Price: £12.95

7

This is essentially your basic Mega Drive controller but A, B and C have duplicate turbo buttons giving a total of six buttons in all. This is much better than having a turbo switch because there are often situations, particularly in shoot'em-ups, where you'll need to switch quickly to firing the odd shot instead of a whole barrage. Also the slow motion function, which involves pausing the game every half-second does seem to be useless. Still...

USEFULNESS ...85%
SEX APPEAL ...45%
VALUE ...80%

ACTION REPLAY PRO

Supplier: Datel • Price: £50

8

The concept of ripping into a game and changing all the parameters to make life easier is a very old one. Now, we can let a Replay cartridge do all the work. Briefly, it allows you to search games for specific values thus enabling you to find where in the cart lives, energy and more are stored. Once you've located the perameter just tell the Replay what you want and it's sorted. It's an ingenious little device!

Some would argue that this spoils the longevity of a game, but if you don't have to cheat...

USEFULNESS ..90%
SEX APPEAL 0%
VALUE ...50%

MEGA PHONE

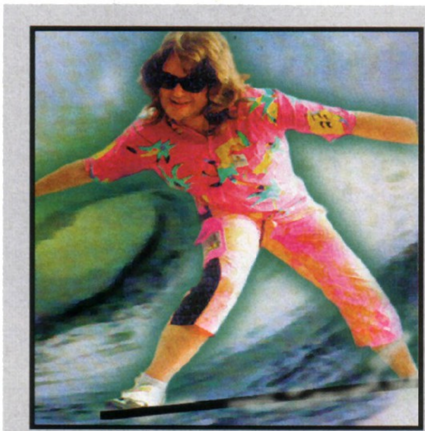
Write to:
Mega Drive
Advanced
Gaming,
Maverick
Magazines,
Waters Green
House,
Waters Green,
Macclesfield,
Cheshire

Dear Everyone,

Many other publications would fob you off with a bunch of mythical dreamt up communiqués from such colourful and interesting people as 'Mavis Crewitt from Bognor'. Could this be something to do with the 'make up a really crap letter to fill up the space' philosophy employed by writers across the nation?

You won't find this kind of attitude here, nosireemateybobs. All you have to do is write an intelligible letter, preferably in joined up writing if you can manage, to the address that's printed in big letters at the top of this page. Oh, we're also giving you the chance to pick which team member you want to write to. Good that innit? Yes, of course it is... So what are you waiting for? Get on with it!

Cheers, John, Jase, Jools, Pam,
Jon, Hugh, Dave and Jane



Jase took his Mega Drive to find some waves...

... and John went shopping. What can you do with yours?

TAKE YOUR PICK:

JASON

PAM

JOHN

JOOLS

JON

JANE

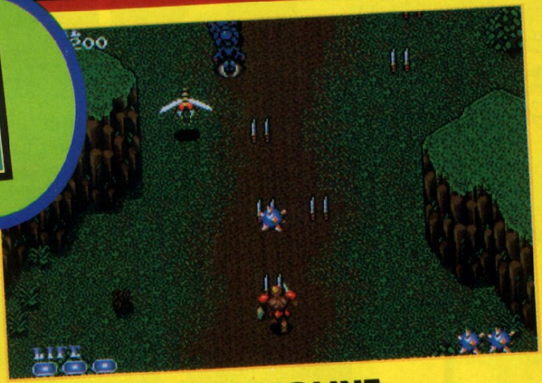
HUGH

DAVE

MEGA FILE

We kick off with an examination of shoot'em-up games. This is your chance to find out which are the golden oldies and which are merely fool's gold.

1

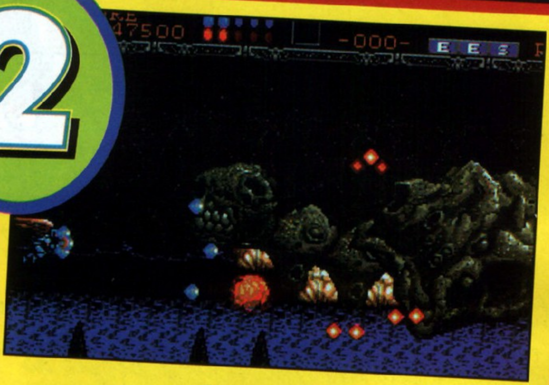


UNDEADLINE
PALSOFT • IMPORT

Undeadline is a shoot'em-up with a twist. Not only does it contain more bad guys than you can shake a stick at and enough blasting to satisfy any part-time Rambo, but it features a smattering of role-playing to boot. What more could it offer? How about gruesome graphics, incredible lovely power-ups and more.

88%

2

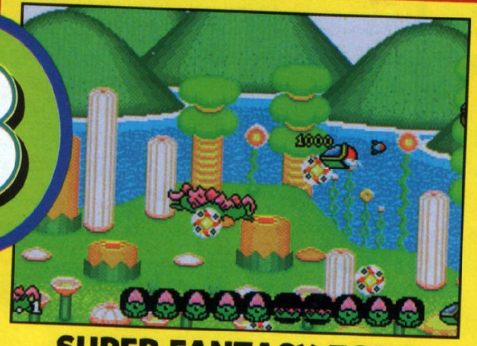


GYNOUG
SEGA • £39.99

A scrolling blast 'em game just isn't the same unless it's got oodles of power-ups and hordes of bad guys is it? Gynoug is without a doubt one of the better executed games on the Mega Drive. Although the graphics aren't quite as spectacular as say, Thunderforce III, it's without a doubt one of the most playable blasts around.

88%

3

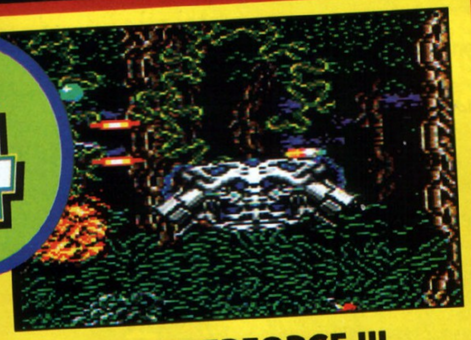


SUPER FANTASY ZONE
SUNSOFT • IMPORT

One of those weird Jap imports that probably didn't get the attention it deserved. Daddy spaceship's dead and you've got to avenge his death. Action includes killing your enemies to get to the shop, spending money and beating up pumpkins. Featuring cute cartoony graphics and really strange levels, it's excellent.

86%

4

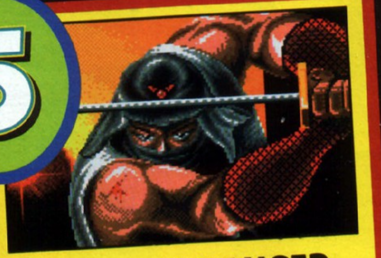


THUNDERFORCE III
SEGA • £34.99

This, according John, is the best horizontal scrolling blaster he's played. The weird and wonderful graphics are truly out of this world and really make the game stand out. The tough gameplay should keep every arcadester glued to the joypad. It bears a striking resemblance to Thunder Spirits on the Sneeze – the Mega Drive's nasty rival.

84%

5



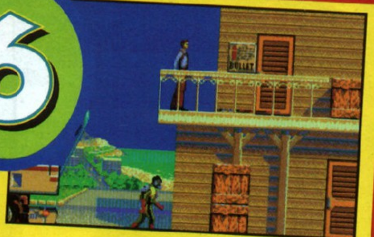
SHADOW DANCER

SEGA • £34.99

When it comes to walk-along shoot 'em-ups this among the best. You can send your faithful canine friend into the thick of the action, adding a welcome twist to the basic gameplay. At other times it's all down to you and plenty of shuriken throwing.

84%

6



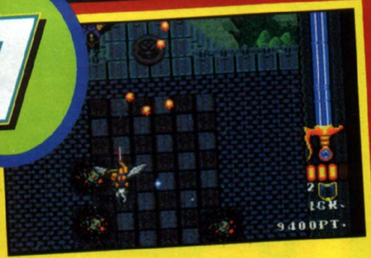
ROLLING THUNDER 2

NAMCO • IMPORT

Eat your heart out James Bond, Rolling Thunder is here. Leap, kick, punch and, of course, shoot your way through hundreds of thugs and ninjas. A friend can join in on the action as well. Avoid the Jap version unless you have a machine of the same origin.

82%

7



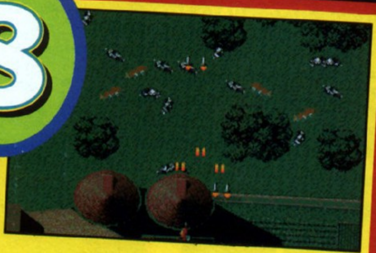
PHELIOS

SEGA • £34.99

Everything you would expect to see in a shoot'em-up is here, from power-ups to guardians. Unfortunately the graphics are a little mixed, ranging from some awesome parallax effects to some nondescript sprites. This spoils a game that would have been the contender for the top.

81%

8



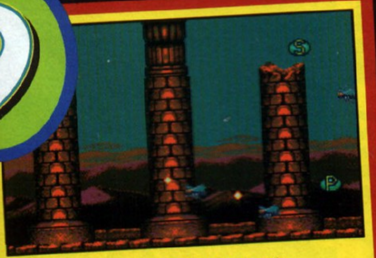
RAIDEN TRAD

BIGNET • IMPORT

Although nothing really sets this game apart from the rest – aside from some flash graphics – the product works well. It has that indefinable something that makes the difference between an average blaster and an absolute blast. It's an excellent conversion of the PC Engine hit.

81%

9



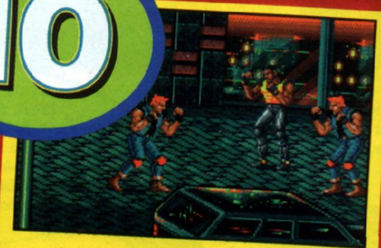
INSECTOR X

SEGA • IMPORT

To say the graphics on Insector X are different is an understatement. This side view horizontal scroller has heroes and bad guys which come straight from the natural world. Combine this with atmospheric presentation and fast paced music to get the adrenaline going.

80%

10



STREETS OF RAGE

SEGA • £34.99

Coming complete with an addictive two player option this game has everything going for it. Great graphics, superb sound and fab gameplay. Unfortunately once both you and a friend start to pound the bad guys they just fall apart at the seams. A nice game but a little too easy.

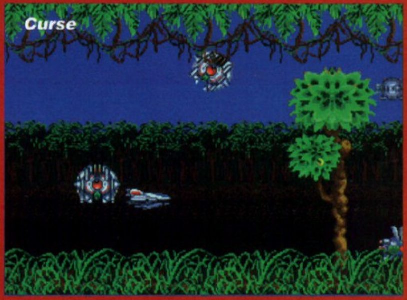
79%

THE REJECT SHOP

You've seen the best games available but what about the turkeys? This chart will give you the run-down on the 10 big turds of the shoot'em-up world with Curse holding the number one spot.

While the games at the bottom (or should that be top end?) of the line-up are approaching the reasonably average mark there are still plenty of far better games available.

You may also be interested to know that seven of the 10 games are only available via grey import, thank the lord I don't live in Japan or America!

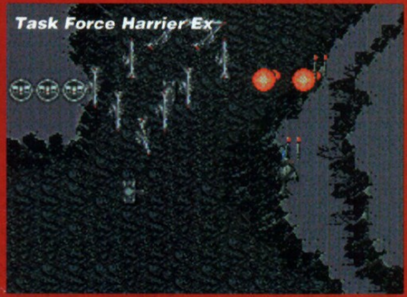


Curse

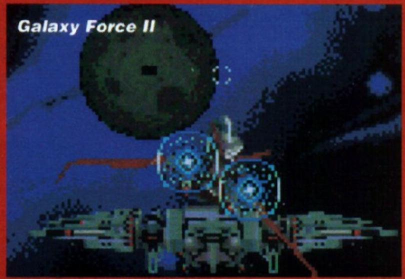
WORST

1. Curse
2. Galaxy Force II
3. Arrow Flash
4. Space Harrier II
5. Aero Blasters
6. Task Force Harrier Ex
7. Fire Mustang
8. Assault Suit Leynos
9. Rambo III
10. Bio Ship Paladin

BETTER



Task Force Harrier Ex



Galaxy Force II

OH NO, NOT THE END! WHAT WILL WE DO?

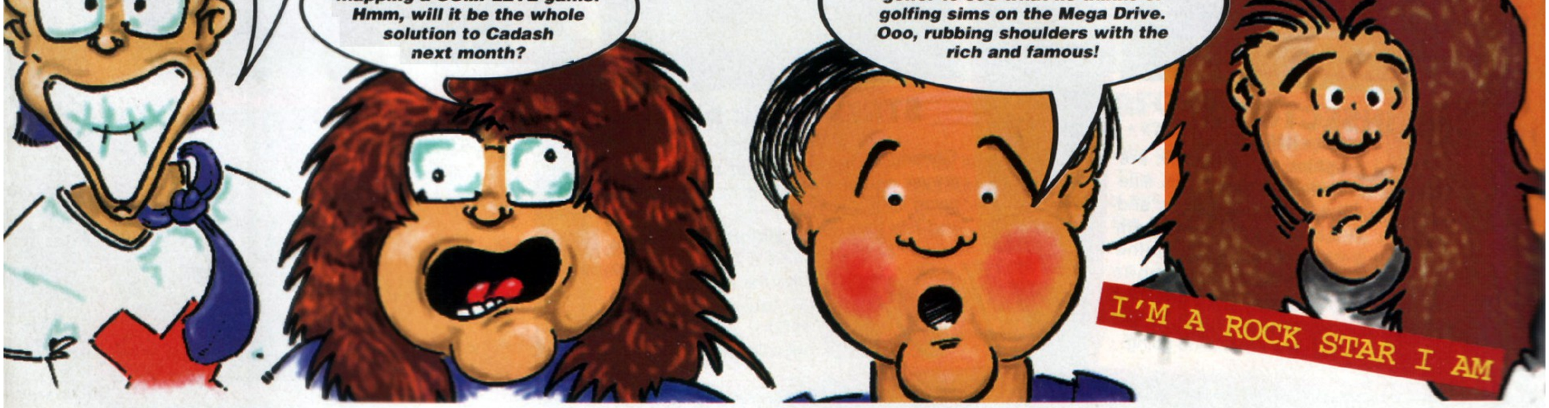
NEXT MONTH

The final part of our Kid Chameleon guide. Yes, it's one of the most difficult games we've seen, but a little hard work is all it took to produce this masterpiece.

Next month Thunderforce IV, possibly the most eagerly awaited shoot'em-up of the year, gets the Mega Drive Advanced Gaming treatment. Will it live up to the hype or just be a huge let-down?

Unga Bunga! Our complete in-depth players' guide for the superb Chuck Rock. Only with issue two of Mega Drive Advanced Gaming can you get the detail you deserve. Gasp with awe and simper in admiration for our wonderful maps.

Star Play! Professional golfers give their views on Mega Drive manifestations of their chosen sport.


Hello. Don't mind me I'm just standing here. They wouldn't let me appear on the contents page for some reason. Can't think why? I did offer to get a haircut!
Golfing, pah! You can't beat mapping a COMPLETE game. Hmm, will it be the whole solution to Cadash next month?
Well, I don't know about you lot but I'm off to find a famous golfer to see what he thinks of golfing sims on the Mega Drive. Ooo, rubbing shoulders with the rich and famous!
I'M A ROCK STAR I AM

THE PEOPLE WE JOLLY WELL DIDN'T OUGHT TO FORGET

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WE SEEK OUT TO WORK WITH PUBLISHERS AND ARE ALWAYS LOOKING TO SEEK APPROVAL TO DIGITIZE, RESTORE AND RE-DISTRIBUTE THEIR WORKS IN WHATEVER WAY THEY SEE FIT. (PUBLICLY OR WITH SILENT APPROVAL)

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WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE PRE-2000 DATE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING NEW MAGAZINES FOR MANY YEARS TO COME, WHILE AT THE SAME TIME ENJOY THEIR BACK CATALOGUE.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE.
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ONE LAST THING:
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